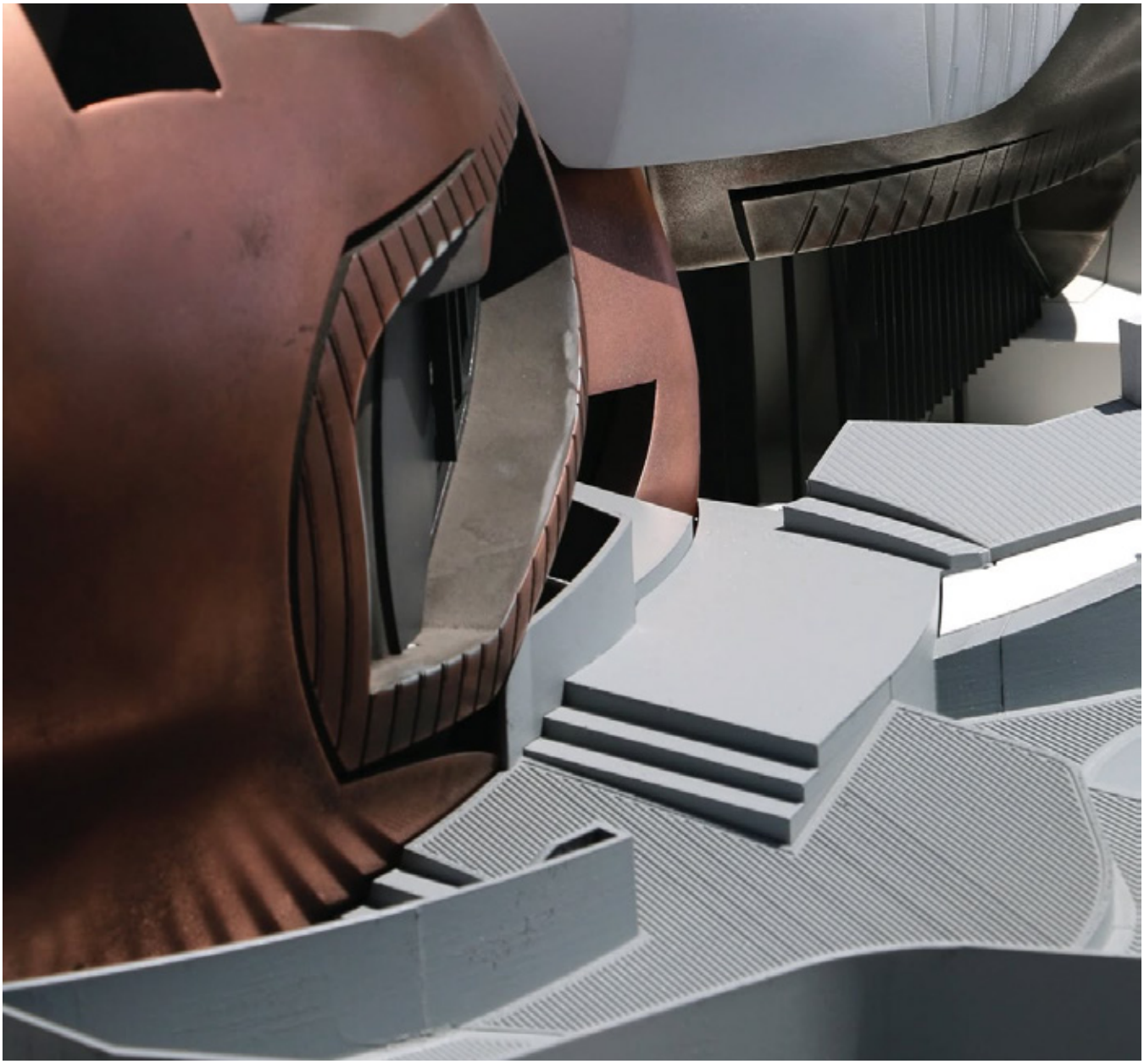
RAYMUND VISTA

selected works



southern california institute of architecture

statement

Raymund Vista is a rising designer currently residing in Los Angeles, California.

Born in Singapore, he was introduced to the world of design through LEGOs. He went to college at the **University of Florida** with the goal to pursue medicine. After a brief exploration in the medical field, he developed an interest in visual representation and architectural design and began to understand architecture as a way of thinking, and eventually received his Bachelor's of Design in Architecture.

After graduating from the University of Florida, he subsequently worked for two years as an architectural designer at **Scott+Cormia Architecture+Interiors**, a firm based in Orlando, FL.

He graduated with distinction from M.Arch 1 program at **the Southern California Institute of Architecture.**

Raymund Vista
raysianvista@gmail.com

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_MD.01

Multi-Deviation (MD)

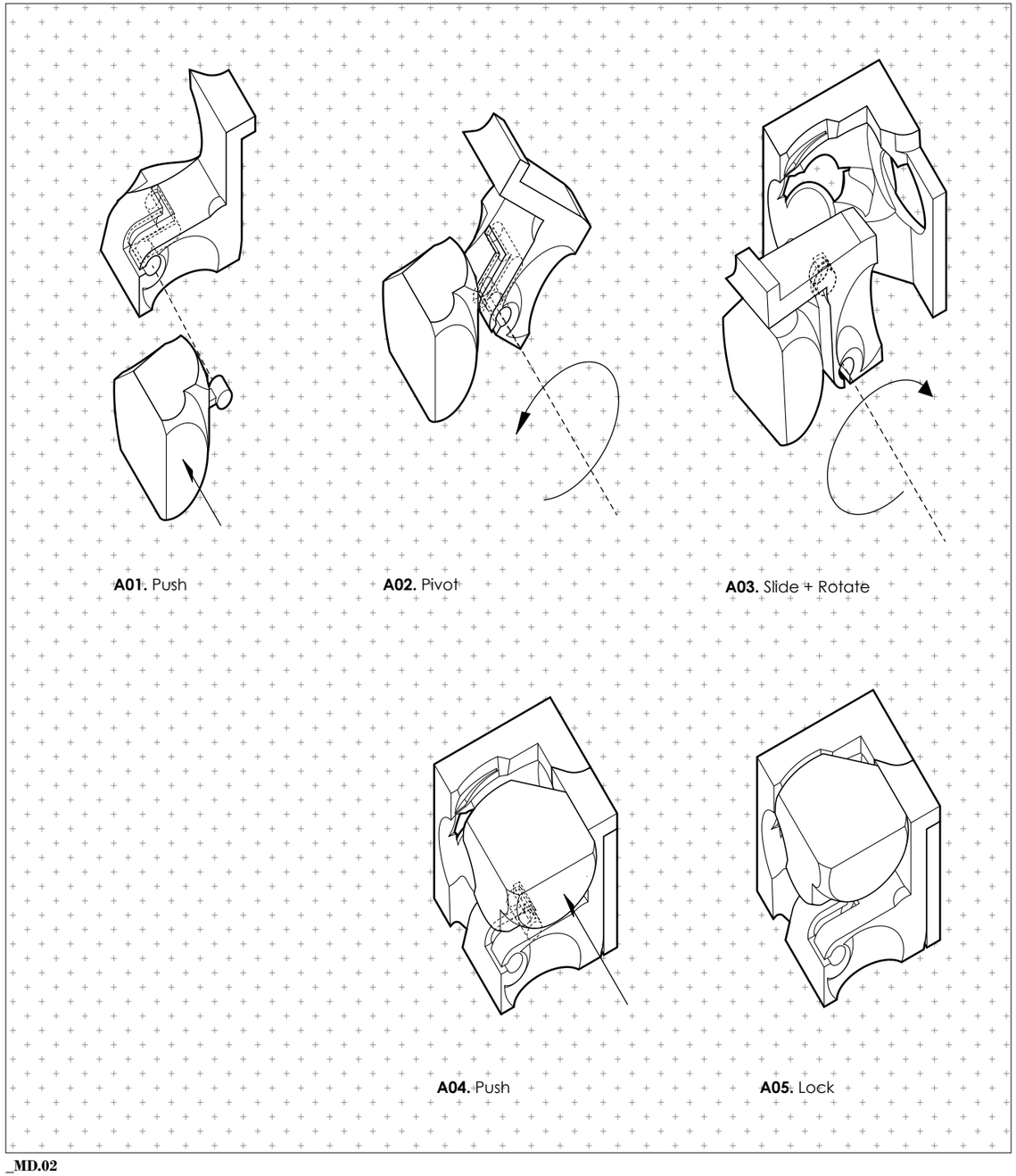
DS 5000 **Puzzling Assemblies**
Instructor **Jenny Wu**
Collaborator **Quinn McCormack**
Date **Spring 2025**

_A Multi-Generational House

Beginning with the development of a puzzling object, the project develops through the exploration of formal translations. The original qualities imbued in the puzzle were about developing interesting components that suggest fragments of a whole that could be posed in interesting configurations through rotational movements.

Through this lens, the puzzle became a generative tool for organizing space, guiding the transition from abstract studies to a concrete architectural proposal. The final result was a multi-generational house, where the principles of part-to-whole relationships and rotational assembly informed its spatial structure, arrangement of living areas, and capacity to accommodate family life.

_MD.01
Primitive Puzzle Detail



_MD.02

_MD.03

Link to cube assembly

_MD.02
Baby Cube Assembly Diagram

_MD.03
Baby Cube: Sliding Pivot

_MD.04

Link to primitive assembly

_MD.05

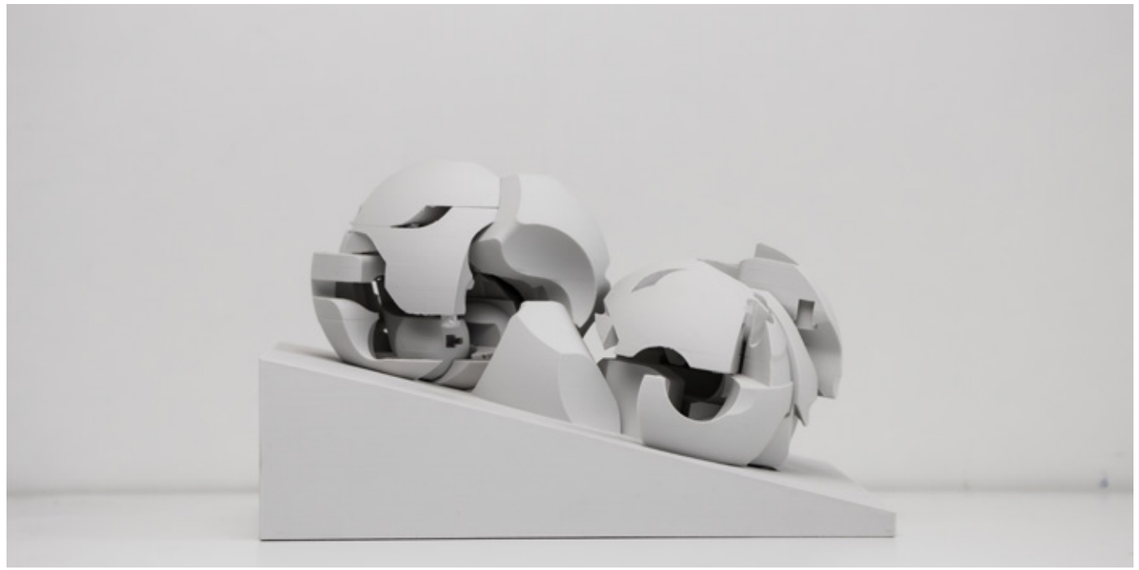
_MD.06

_MD.04
Primitive partial assembly

_MD.05
Primitive closeup detail

_MD.06
Baby cube: Sliding Lock

_MD.07



_MD.08

_MD.09

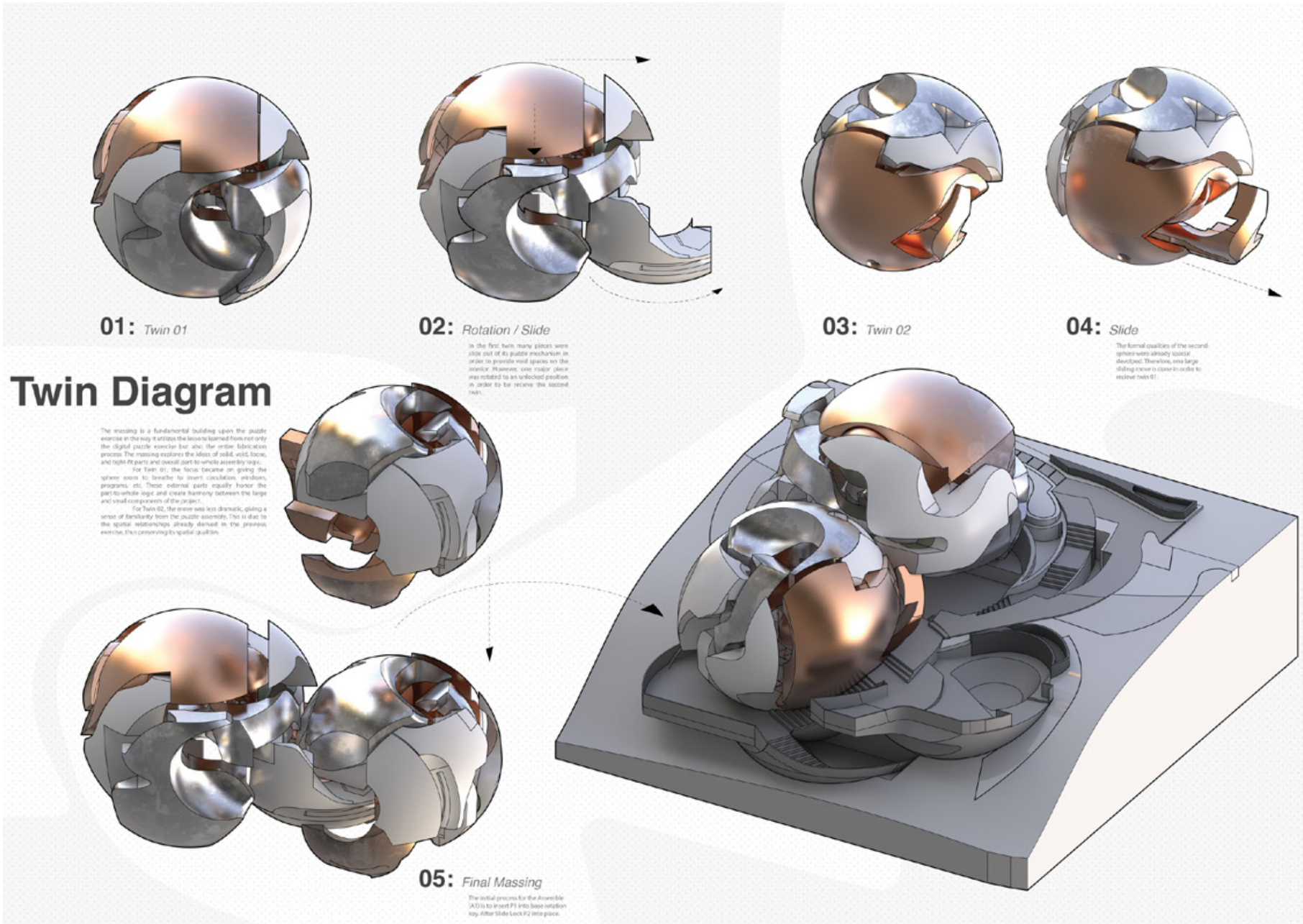
_Twinning Iterations

The massing expands upon the explorations of the primitive puzzle assembly through the act of twinning. Two primitives were disassembled and manipulated in order to create one cohesive model. These iterations were viewed from each elevation, with a focus on certain moments suggesting points of entry or program.

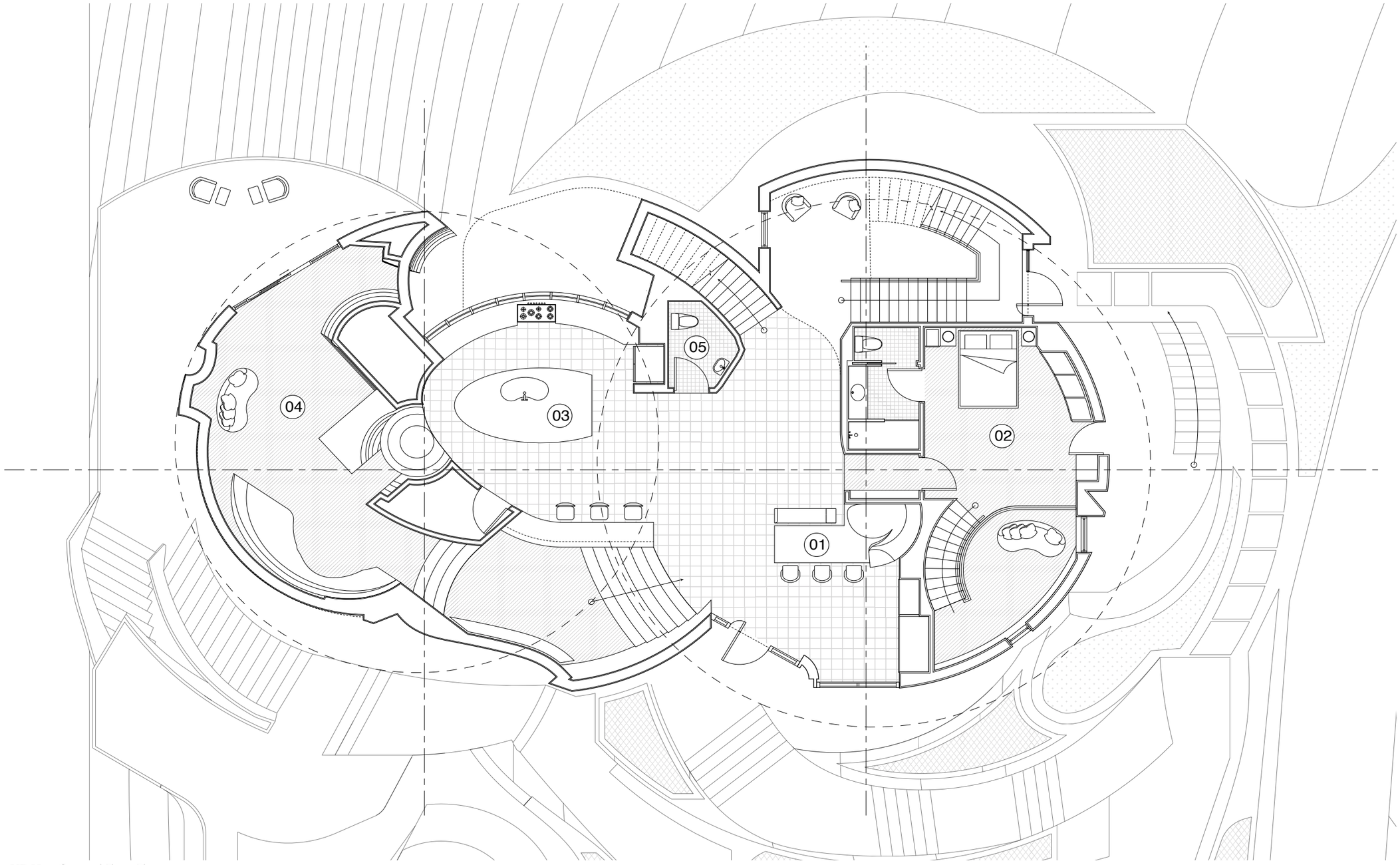
_MD.07
Massing Iteration 01

_MD.08
Massing Iteration 02

_MD.09
Massing Iteration 03



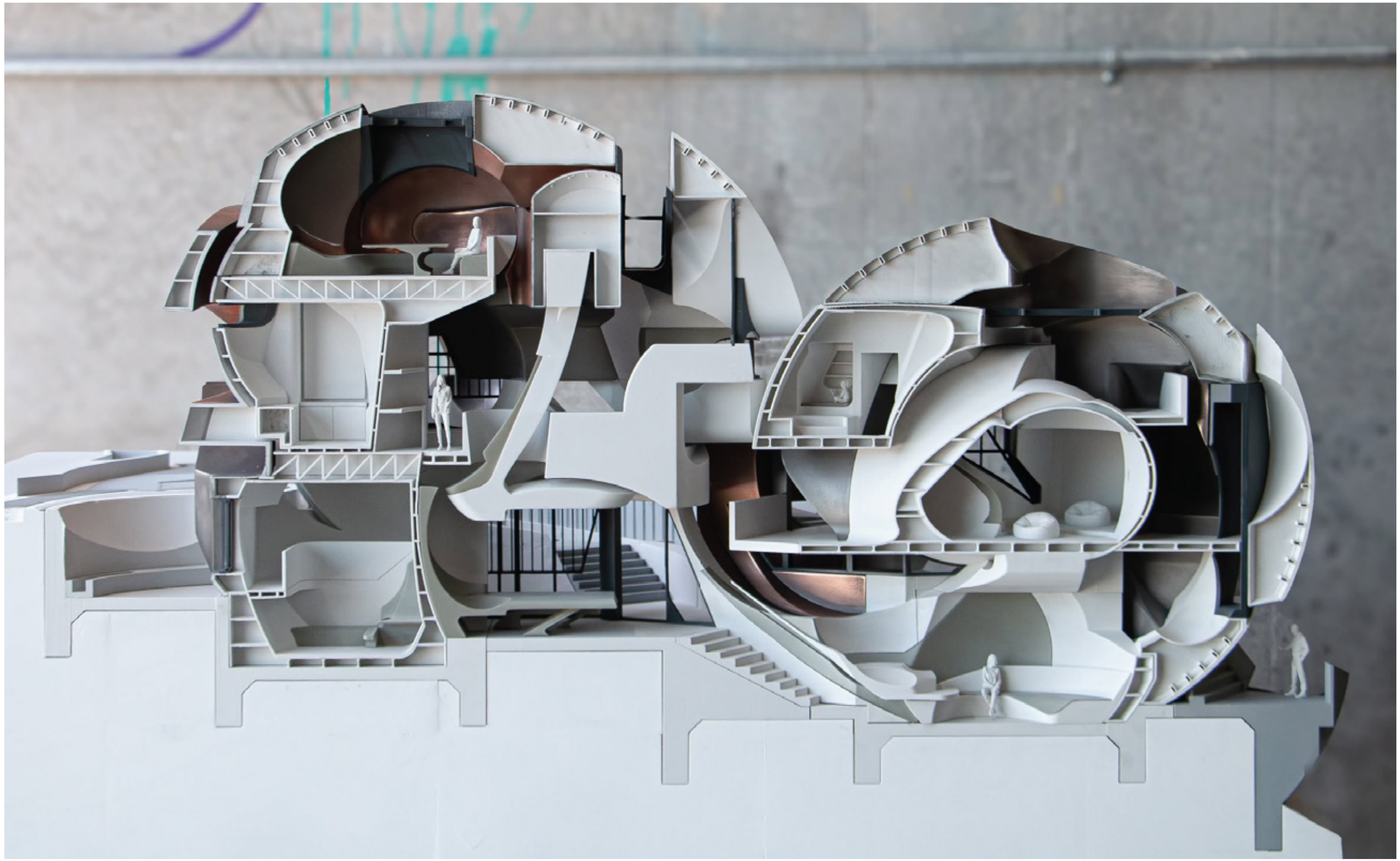
_MD.10 Twinning Strategy Diagram



Legend:

1. Dining Room
2. Grandparents' Bedroom
3. Kitchen
4. Living Room
5. Powder Room

_MD.11 Ground Floor Plan



_MD.12
Section Model @ 1/8" = 1'

_SD.01

Subtle Disruption (SD)

DS 1121 2GB Architecture in the City
Instructor Darin Johnstone
Collaborators Geng Chen, Xiaoyun Zeng
Date Spring 2024

_A Graduate Design School

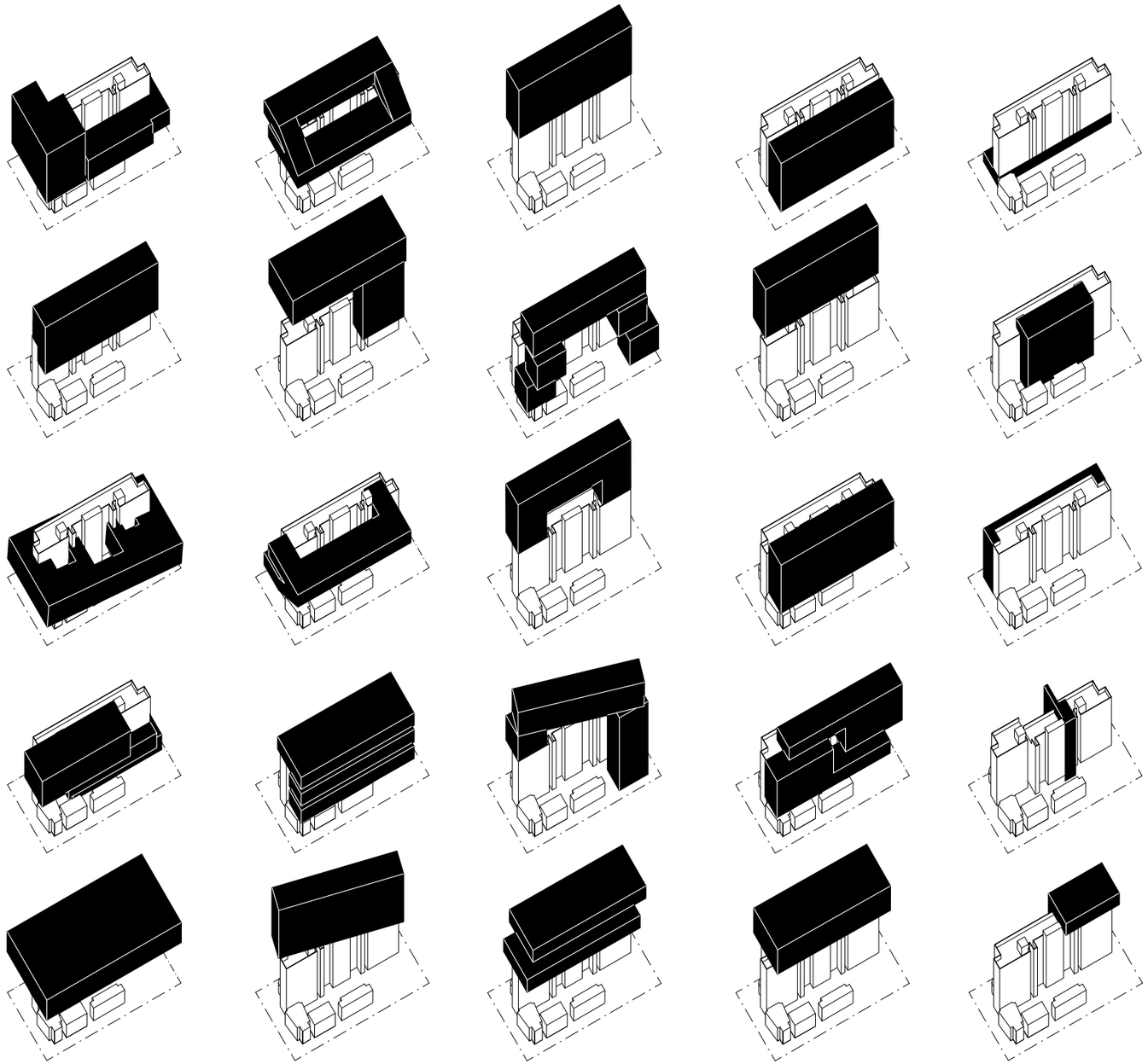
Negotiating between a myriad of urban city grids that define Mexico City, the site fosters a dialogue between the extreme verticality of the Reforma towers, the grid of the existing IMSS building, and the residential scale of the immediate context. Represented by two distinct masses that appear to delaminate from the existing structure, the school simultaneously alienates itself from the city through the articulation of its materiality while also implicating itself directly in the fabric of the city by reflecting the subtle shifts of the urban grids within.

These two masses are formally defined within the paradox of being both light and heavy. In terms of volume, one is twice as large as the other. The intervention at the IMSS entails the removal and then reoccupying of interior spaces for educational purposes. The design concept includes a schematic stacking atop the IMSS, slightly touching one side, which creates an open gesture towards Mexico City. Viewed from the main street, the lighter construction, made with delicate transparency, exemplifies both balance and cohesion with its environment. Beyond this glass facade, the rear building cuts through the IMSS, crafted as a stone exterior wrapped in curving panels, the project is delaminating. This facade's effect and its cutting-through movement stypify questions about the modern definition of an educational institution. Inside, the layout of the larger building is characterized by dynamic, fluid spaces, encouraging a free and open flow.

_SD.01
1:500 Scale Model

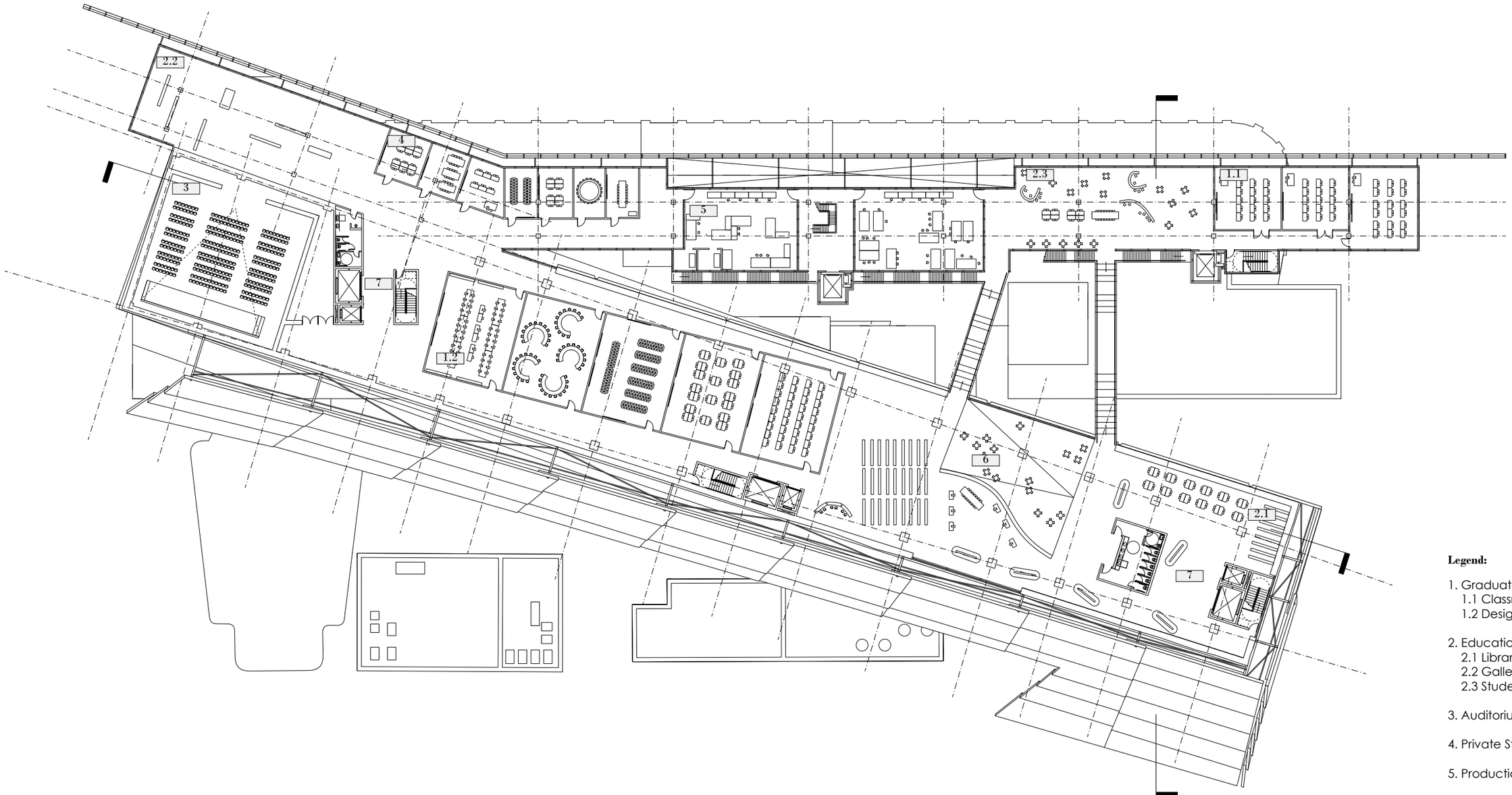
_Site Plan

The school is situated above the existing IMSS building on Avenido Paseo de la Reforma in the bustling neighborhood of Zona Reforma. Adjacent to multiple highrises, a bus line, freeway, and Chapultec Park, the site functions as a major urban node defined by the intersection of multiple urban grids and infrastructure.



_Massing Iterations

A series of precedent studies were analyzed through the lens of program organization and adaptive reuse strategies. A selection of these studies were then combined in a matrix in order to generate quick massing schemes for our proposal.



Legend:

1. Graduate Departments
   1.1 Classrooms
   1.2 Design Studios

2. Educational Support
   2.1 Library
   2.2 Gallery
   2.3 Student Lounge

3. Auditorium

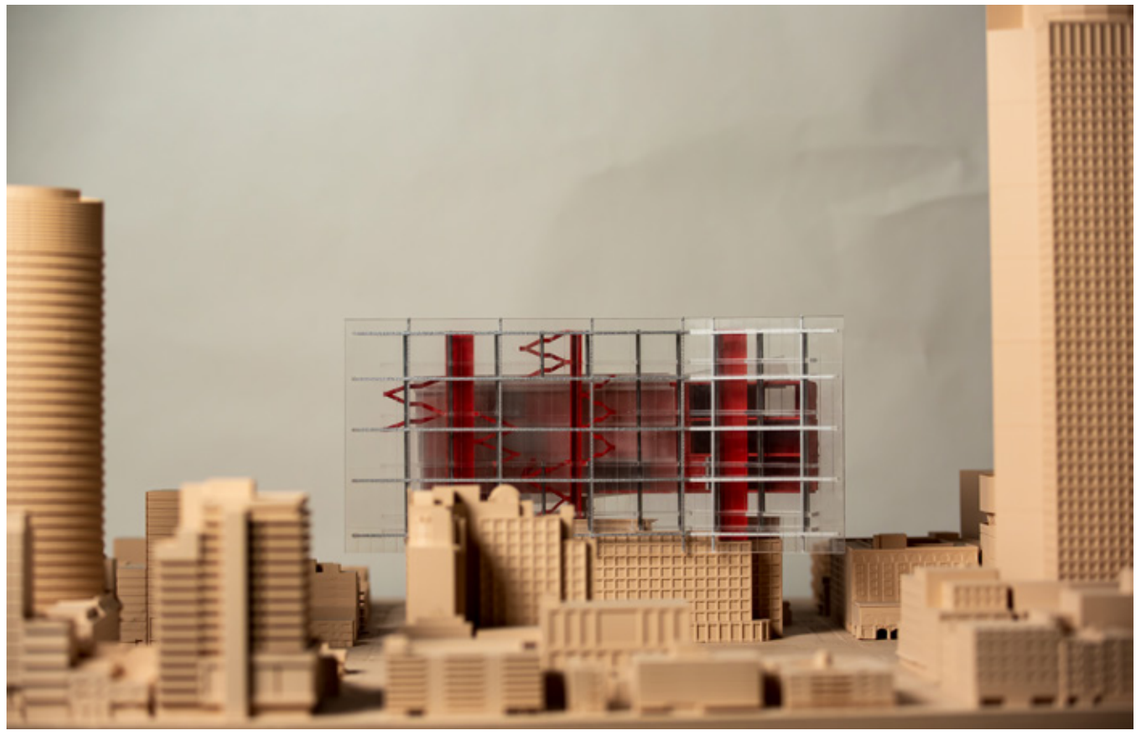
4. Private Studios

5. Production Facilities

6. Cafe

7. Core

_SD.02 Main Floor Plan

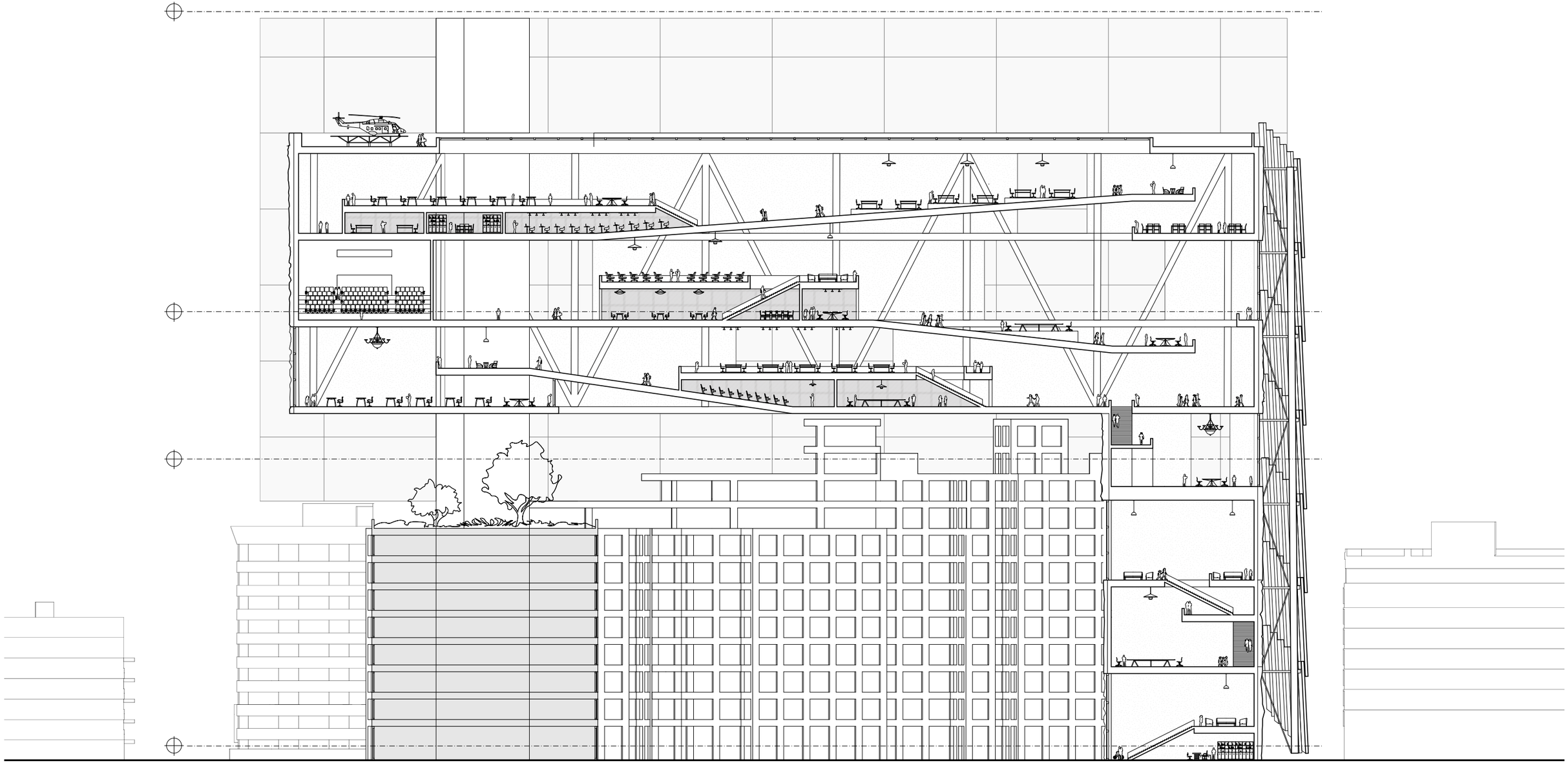


_SD.03

_SD.04

_SD.03
North Elevation

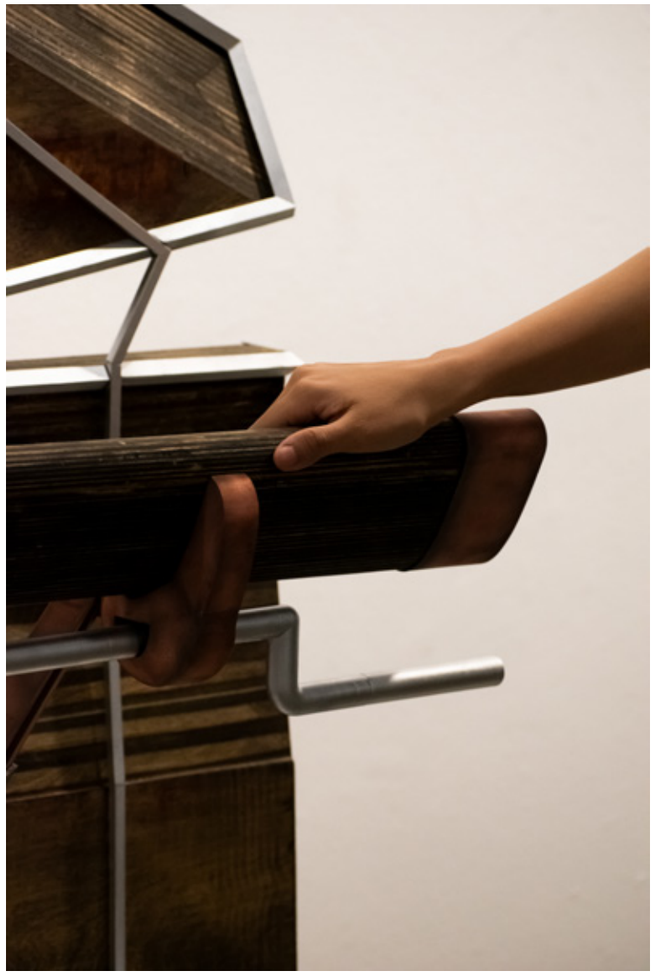
_SD.04
Initial Massing Model



_SD.05 Longitudinal Section

_SD.06 1:250 Chunk Model

The school consists of two main masses. The mass at the front consists of a **transparent** facade, bringing the creative abilities of the school to the forefront. The mass at the back consists of an **opaque** stone facade, obscuring the irregular programmatic spaces from the outside. A **translucent** glass facade envelops this solid mass, appearing to delaminate from the facade and exposing the stone within.



_DR.01

Detail as a Reverie (DR)

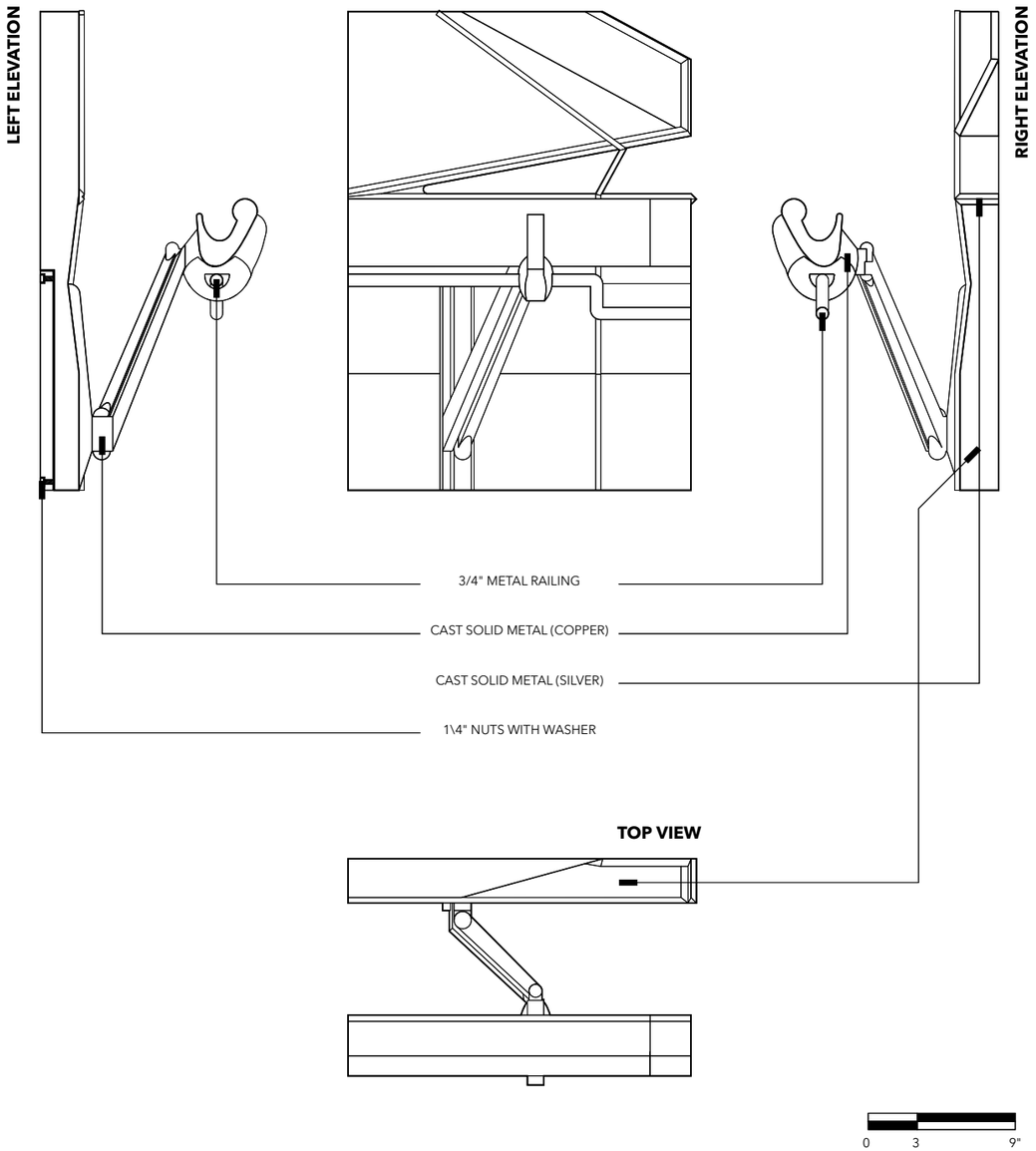
AS 2509 **Details, Details**
Instructor **Dwayne Oyler**
Collaborator **Prerana Dhadoti**
Date **Fall 2023**

_A Handrail

Inspired by the Parco Della Musica Auditorium in Rome, the handrail uses articulation of structure as a stimulant for activity. It becomes very clear which elements are structural. The integration of structure and design allows for the public to engage with the detail.

The Detail as a Reverie is a handrail that transforms functionality into an engaging experience. Its essence lies in its striking appearance, shaping users' perceptions while offering both visual intrigue and tactile interaction. By layering structure and form, the handrail achieves functionality while encouraging connection. The thoughtful combination of wood and metal details creates a dialogue, using materiality as a medium for engagement.

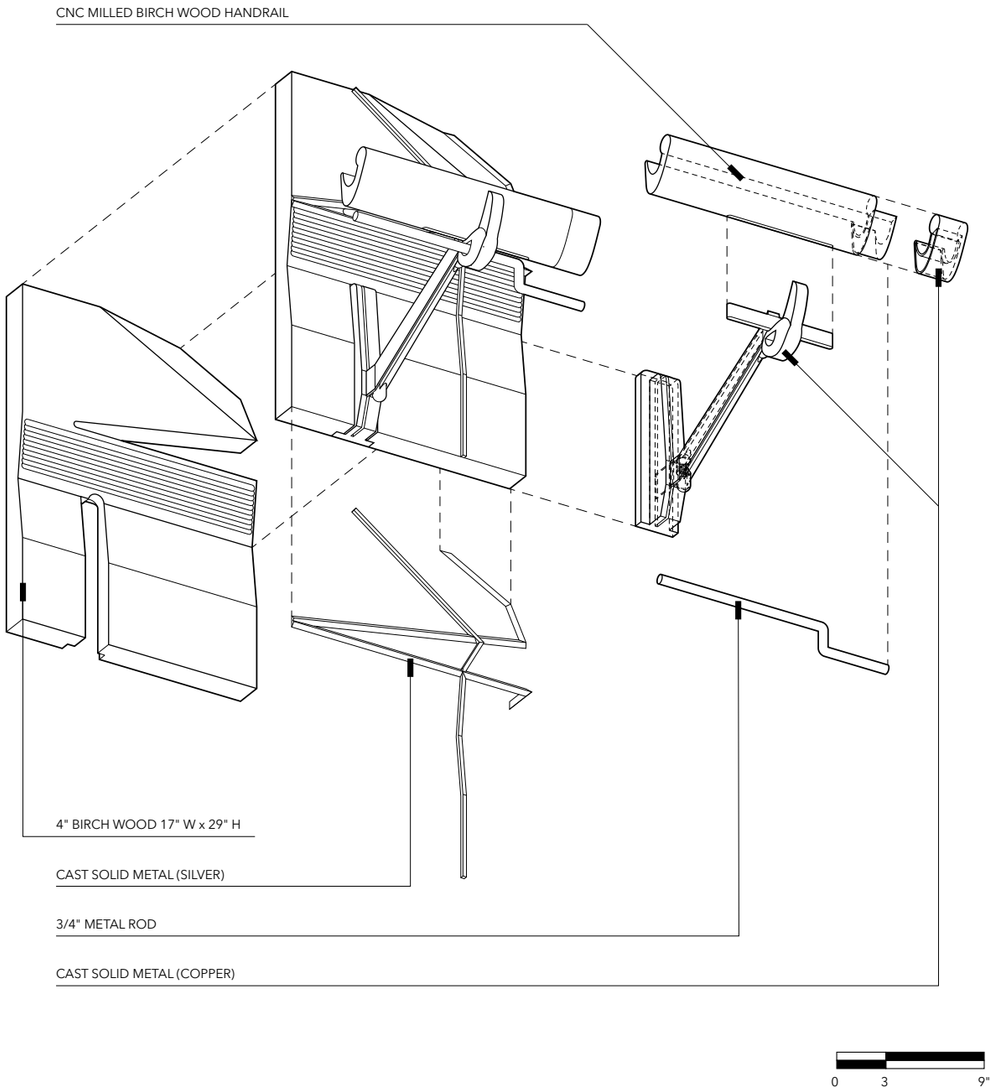
_DR.01
Closeup of handrail



Our context for the project is the Parco della Musica Auditorium, which is a multipurpose music complex located in Rome, Italy. It houses three concert halls of various capacities as well as an outdoor theater. Each hall is separate from each other for acoustic considerations, yet is joined at the base via a contiuous lobby. The roof is made up of a lead cladding that rests on a structural system consisting of both laminated wood beams and steel ribs; this sharply contrasts with the strict geometry that form each hall. The largest hall has a permanent seating arrangement that is programmed for symphony concerts, while the smaller halls contain mechanical systems that allow for the moving of seats, ceilings, and stages, giving them great flexibility.

_DR.02 Closeup of handrail

Our final material palette consisted of primarily wood and 3D-printed pieces meant to emulate cast metal. A slab of birchwood was CNC-milled to shape, and 3D-printed pieces were electroplated in order to attach a copper finish.



_DR.03 Final assembly

_DD.01

SLIP/STACK: Design Dev. (DD)

AS 3122 **Design Development: Integrated Design Project**
Instructor **Herwig Baumgartner**
Collaborators **Harrison Phan, Jinyun Kim, Acacia Li, Brian Slusher, Gabriella Peña, Salma Osuna Lopez**
Date **Spring 2024**

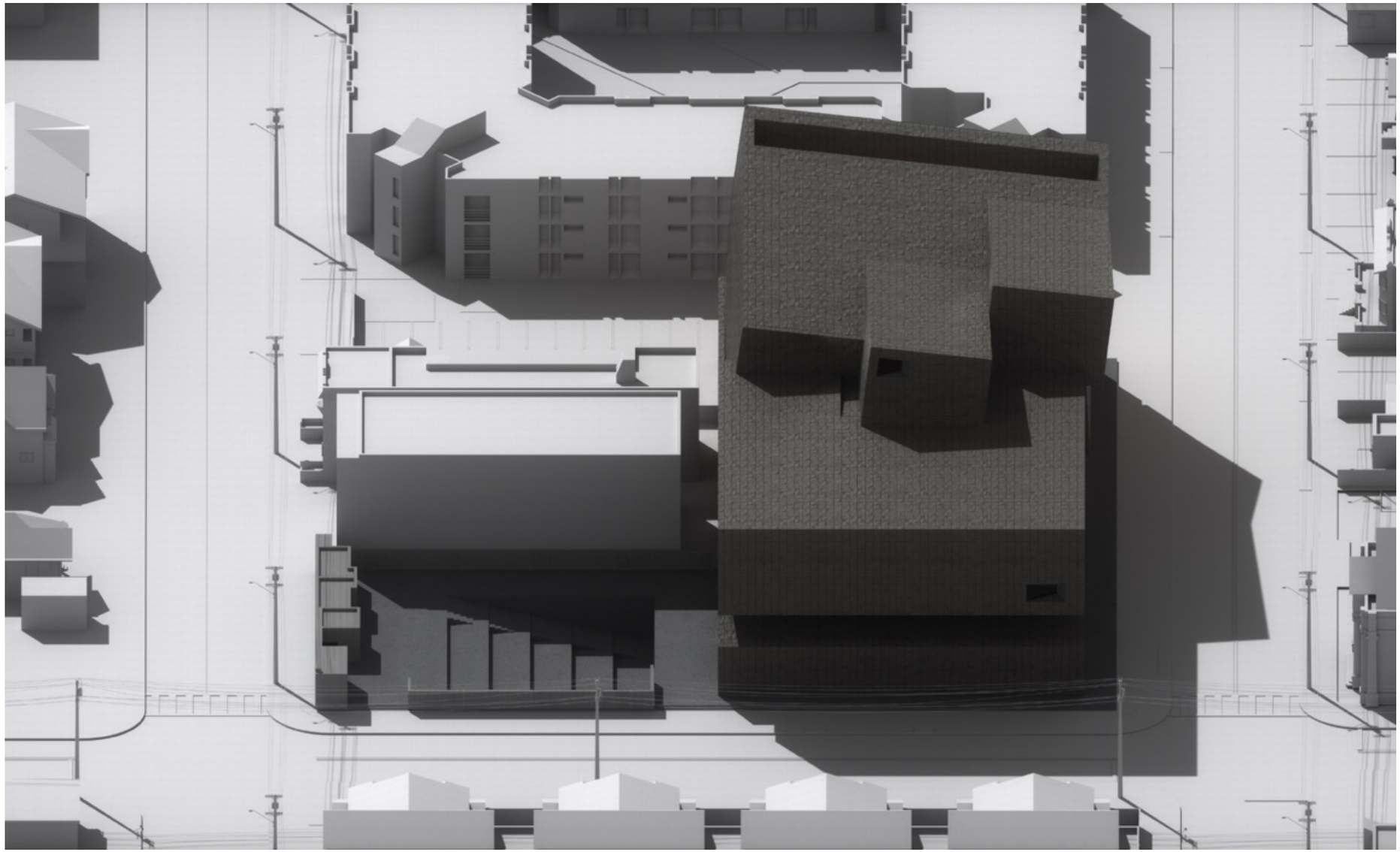
_A Performing Arts Center

This project is a dance theater located in the Pico-Union neighborhood of Los Angeles. The form of the building comes from the idea of a stack of bricks that have slipped around and slumped over, while the interior programming is laid out as if the bricks hadn't moved. The programmatic spaces within follow a rectilinear composition with straight edges and 90 degree angles, but are obscured from the outside by how the envelope slumps.

The building consists of a series of stacked floorplates supported by three concrete cores. The upper levels are supported by a mass-timber structural frame. The exterior entirely consists of a rammed earth panel system and features a dramatic skylight that brings light into the dance spaces below.

A typical steel beam and concrete structural system is used as the primary structure to support the floor plates. Three large concrete cores provide the vertical structure and the floors are supported by steel trusses and frames that tie back into the cores. The upper floors are supported by a mass-timber structural system with steel connection points.

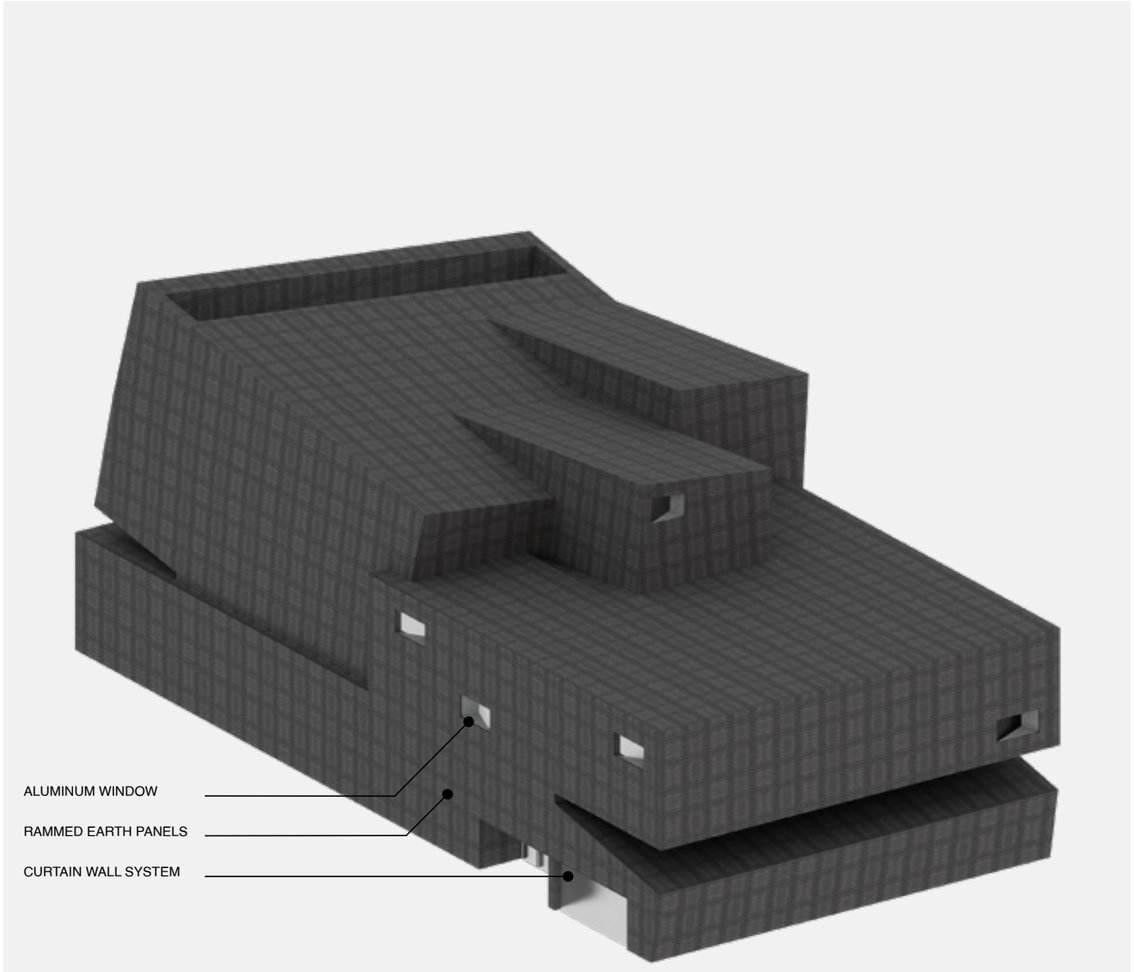
_DD.01
Site Rendering



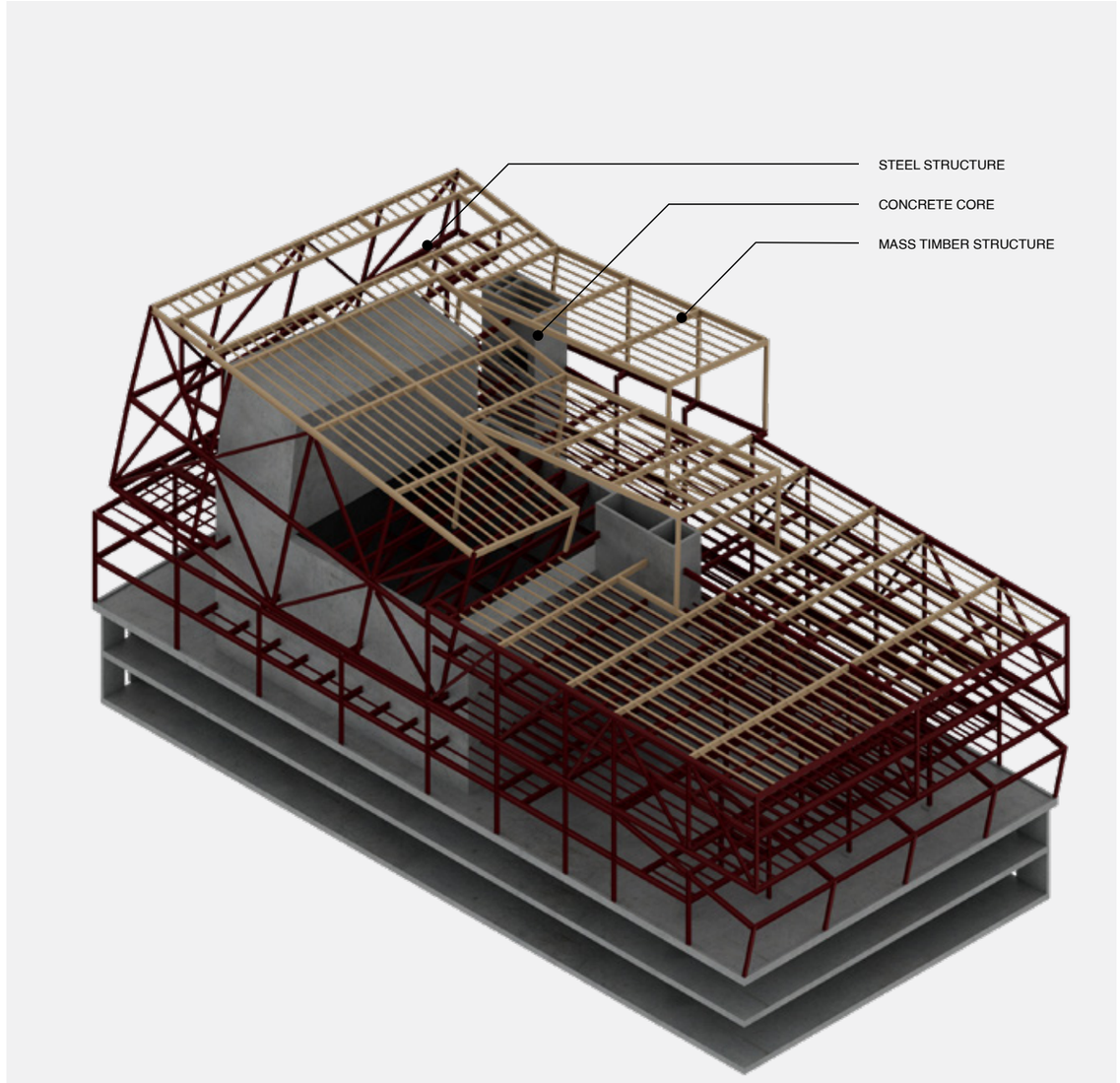
_DD.04 Exterior Render

_Design Strategy

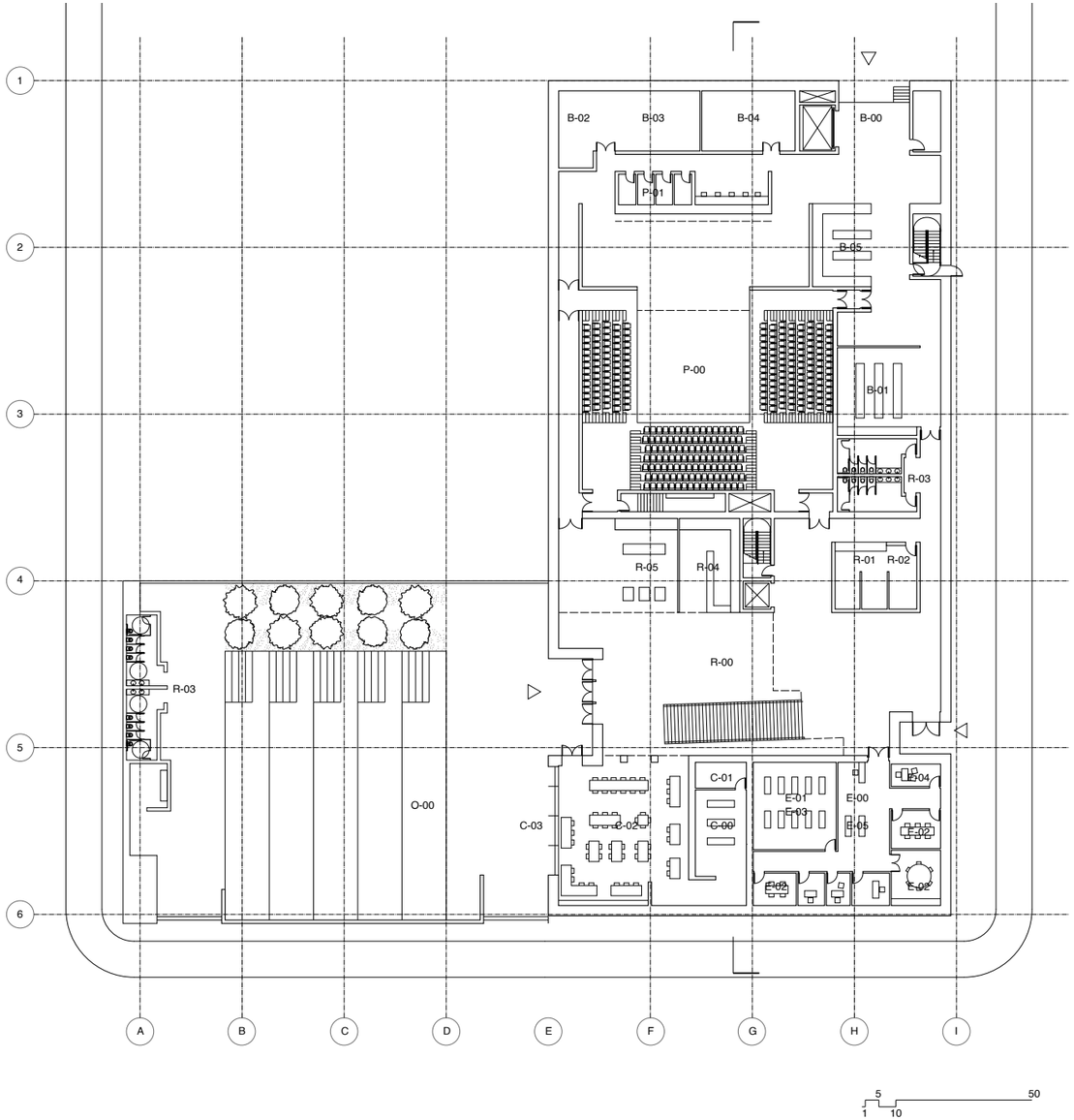
The exterior facade is composed of rammed earth panels, giving the building a heavy monolithic form without overbearing the surrounding community of its presence. The windows turn inwards as a nod to the buildings focus on interiority, rather than tilting outwards which would emphasize there are people inside that are looking out.



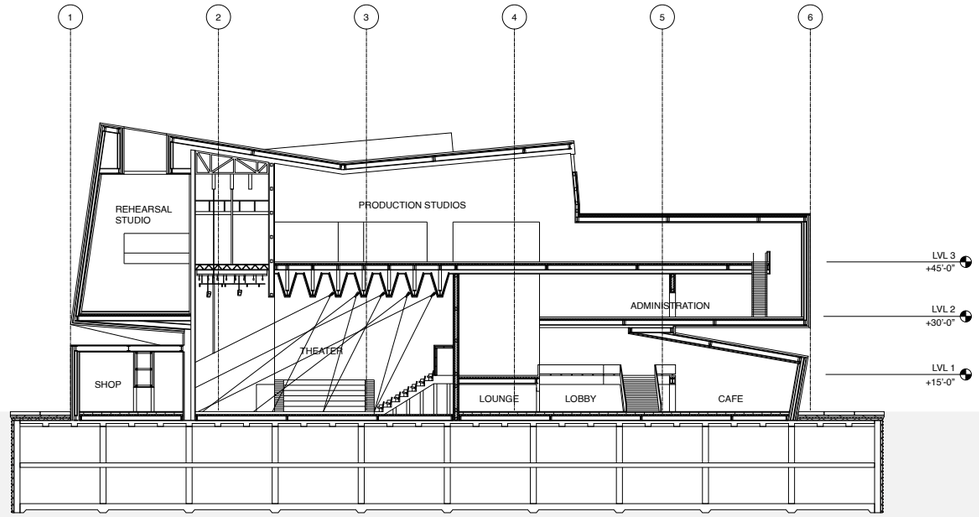
_DD.02 Exterior facade system



_DD.03 Structural system



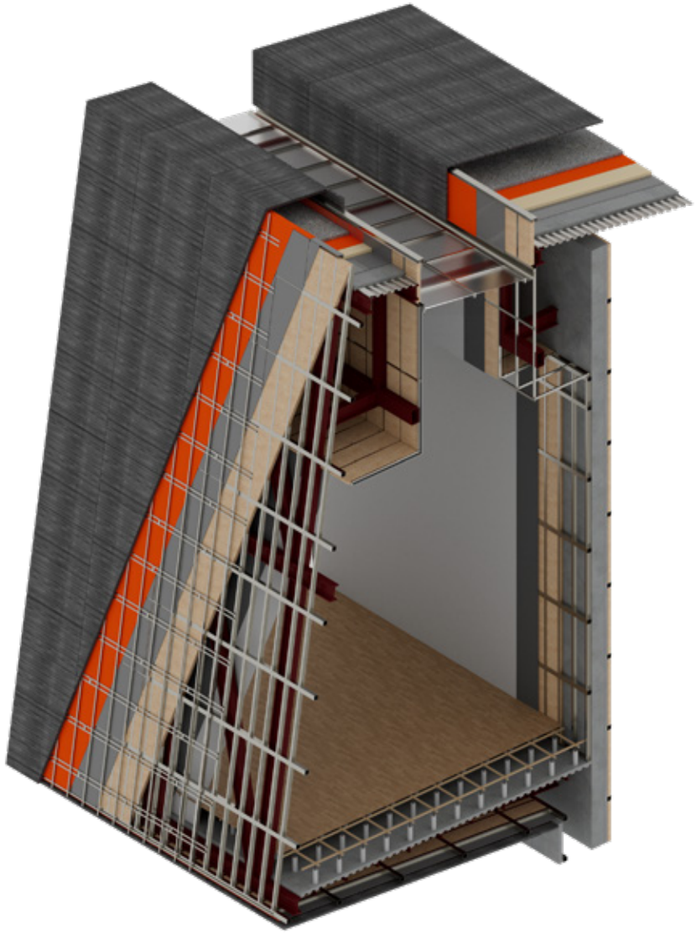
_DD.04



_DD.05

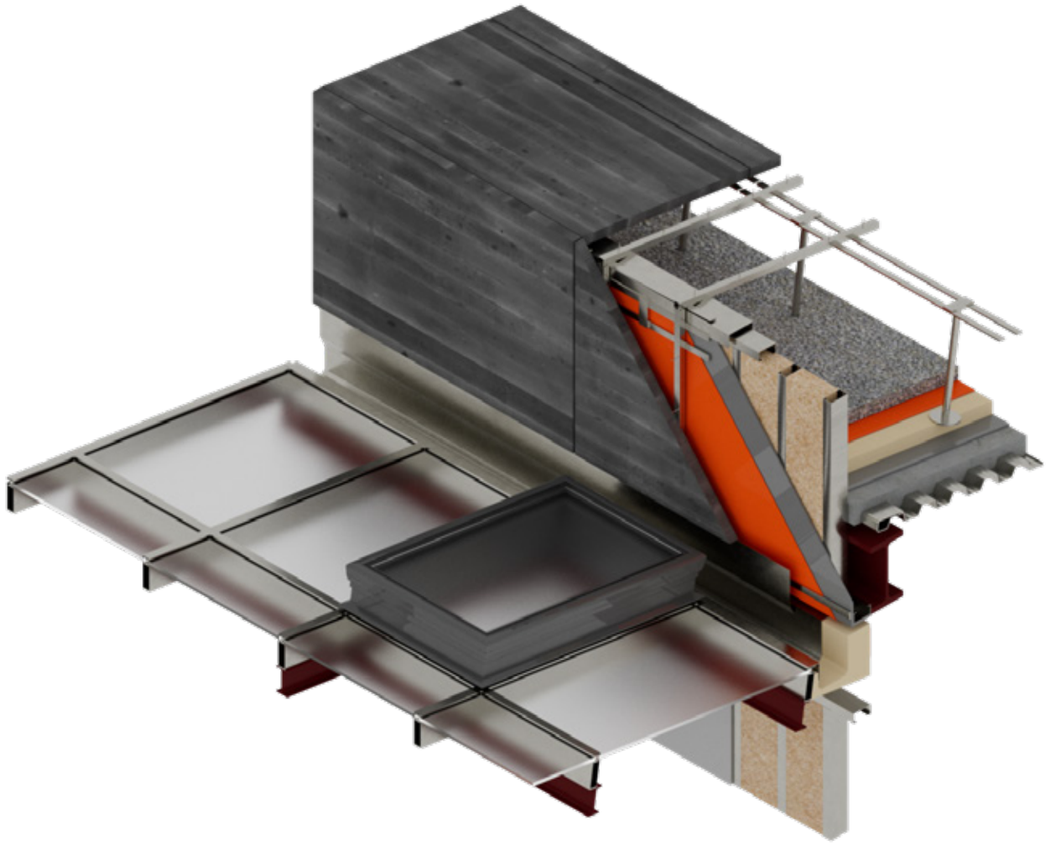
_DD.04
Ground Floor Plan

_DD.05
Section

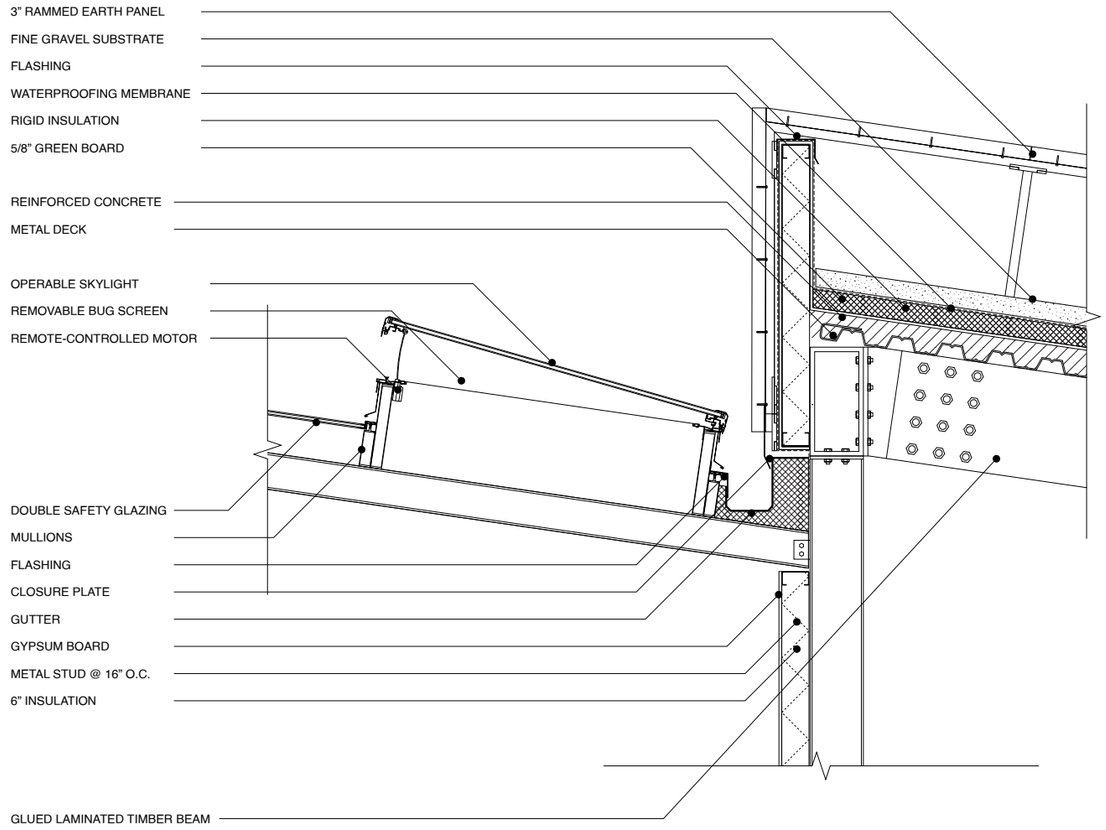


_DD.06 Chunk 01

The building consists of a **vertical structural** system supported by **three concrete cores**. The upper levels are supported by a **mass-timber** structural frame. The exterior consists of a **rammed earth panel system** that encapsulates the entire building, with **curtain wall systems** allowing light to enter the building at certain moments.



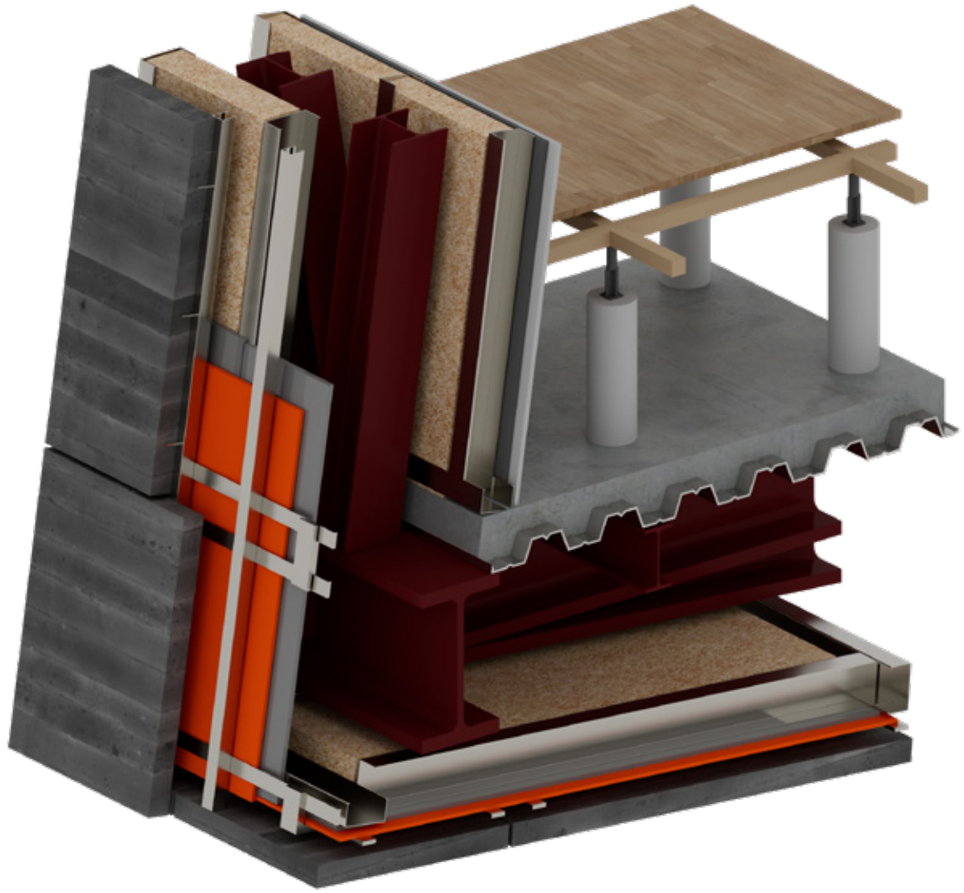
_DD.07



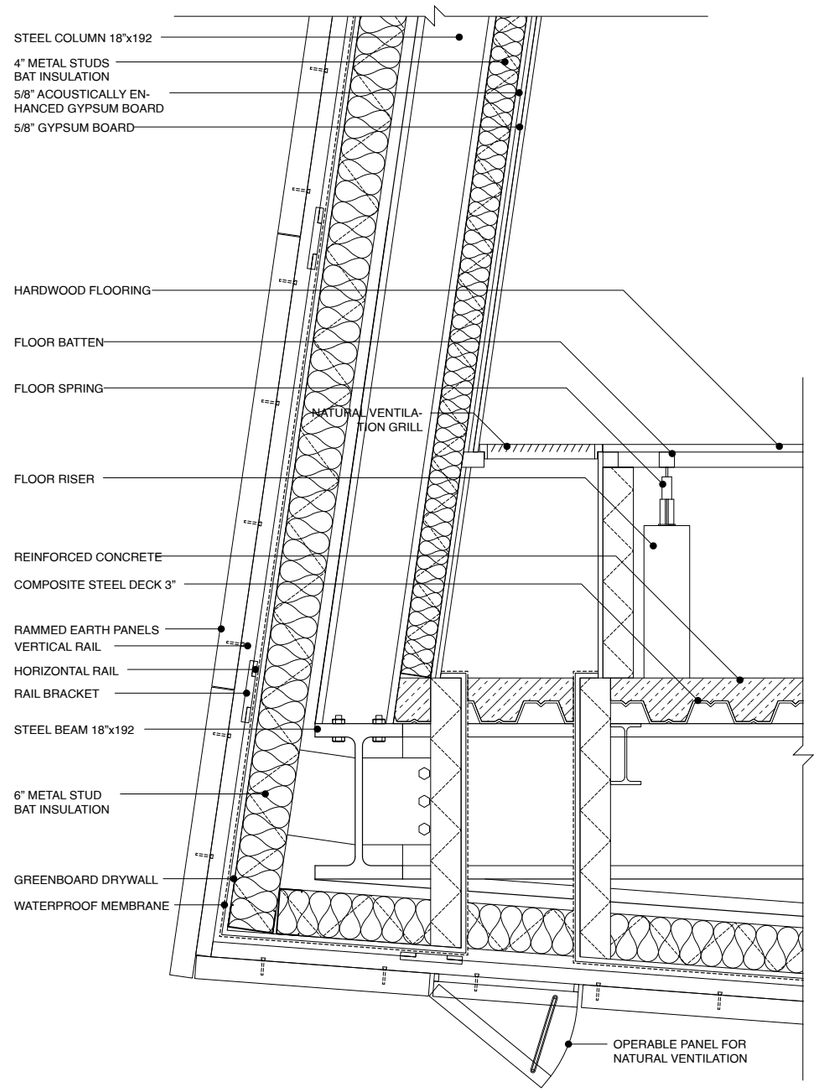
_DD.08

_DD.07
Detail Chunk 01

_DD.08
Section Detail 01



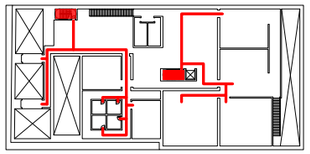
_DD.09



_DD.10

_DD.09
Detail Chunk 02

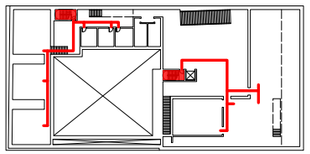
_DD.10
Detail Section 02



LEVEL 4

OCC:
BUSINESS (B) (20,000 SQ. FT) (1/100) = OCC. LOAD 200

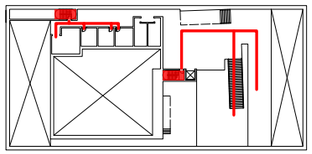
TOTAL SQ.FT: 20,000
TOTAL OCC. LOAD: 200



LEVEL 3

OCC:
ASSEMBLY (A-3) (3,418 SQ.FT) (1/50) = OCC. LOAD 70
BUSINESS (B) (10,000 SQ. FT) (1/100) = OCC. LOAD 100

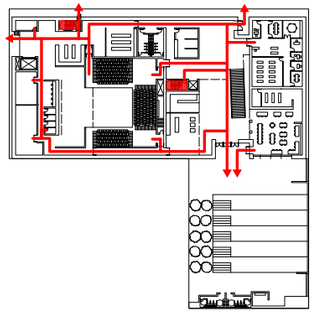
TOTAL SQ.FT: 13,418
TOTAL OCC. LOAD: 170



LEVEL 2

OCC:
BUSINESS (B) (7,200 SQ. FT) (1/100) = OCC. LOAD 72

TOTAL SQ.FT: 7,200
TOTAL OCC. LOAD: 72



LEVEL 1

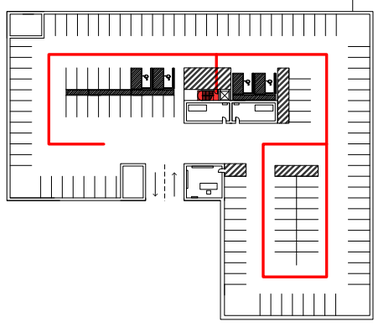
OCC:
ASSEMBLY (A-1) (5,977 SQ. FT) (1/15) = OCC. LOAD 400
ASSEMBLY (A-3) (6,756 SQ.FT) (1/15) = OCC. LOAD 450
FABRICATION (F) (4,735 SQ.FT) (1/100) = OCC. LOAD 50
MERCANTILE (M) (1,609 SQ.FT) (1/30) = OCC. LOAD 53

TOTAL SQ.FT: 19,095
OCC. LOAD 953

SUB-LEVEL 1

OCC: STORAGE (S2) (52,221SQ. FT) (1/200) = OCC. LOAD 261

TOTAL SQ.FT: 52,221
TOTAL OCC. LOAD: 261



TOTAL SQUARE FOOTAGE: 164,164 SQ.FT

OCCUPANCY CLASSIFICATION:

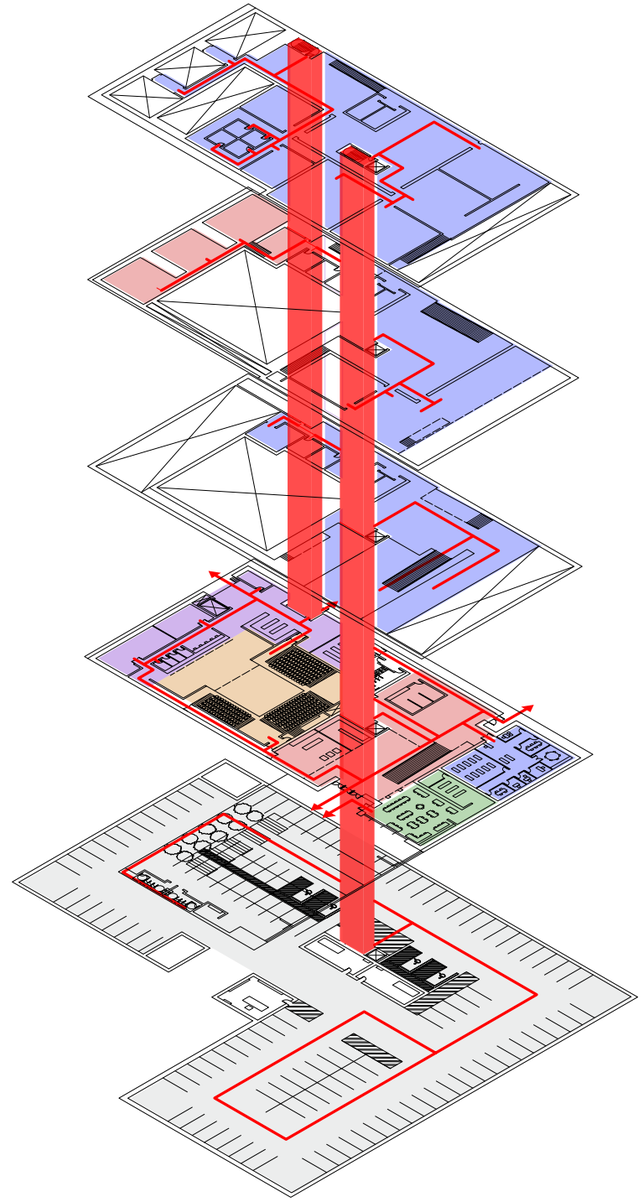
ASSEMBLY (A-1)	5,977 SQ.FT	INDUSTRIAL (F)	4,735 SQ.FT
ASSEMBLY (A-3)	10,174 SQ.FT	MERCANTILE (M)	1,609 SQ.FT
BUSINESS (B)	~37,227 SQ.FT	STORAGE (S2)	104,442 SQ.FT

OCCUPANCY LOAD:

ASSEMBLY (A-1)	400	INDUSTRIAL (F)	50
ASSEMBLY (A-3)	520	MERCANTILE (M)	53
BUSINESS (B)	372	STORAGE (S2)	522

AUTOMATIC SPRINKLER SYSTEM
2 TOTAL EGRESS STAIRS
44 MINIMUM CORRIDOR WIDTH

NOTE: THE EGRESS DIAGRAM OF THE SUB-LEVEL PARKING (LEFT) ONLY SHOWS 1 SUB-LEVEL, HOWEVER, THERE ARE 2 SUB-LEVELS. SO, THE CALCULATION FOR SQ.FT AND OCC. LOAD OF STORAGE (S2) IN THIS BOX, REFLECTS THE AMOUNTS FOR BOTH SUB-LEVELS.



_DD.11

_DD.12

_DD.11
Egress Calculations

_DD.12
Egress Diagrams

_PE.01

Professional Experience (PE)

Project	Elevé 61
Company	Scott+Cormia Architecture+Interiors
Project Manager	Sam Sampoux
Date	Fall 2021

_A Luxury Mixed-Use Highrise

The following spreads showcase selected works from professional experience. As an intern at Humphreys and Partners Architects, skills were developed under the supervision of lead designer Virgilio Luna. Tasks included rendering elevation and exterior views using digital and analog methods. As a junior designer at Scott+Cormia Archtiecture+Interiors, technical skills were further developed under the supervision of project manager Sam Sampoux. Working primarily on mixed-use and multifamily projects, tasks ranged from conceptual design to drafting construction documents.

_PE.01
Elevé 61 Exterior Rendering

_PE.02

Project	Rickert Residence
Company	Scott+Cormia Architecture+Interiors
Project Manager	Sam Sampoux
Date	Spring 2022

_A Private Residence

_PE.03

_PE.02
Front Elevation

_PE.02
Back Elevation

_PE.03 Exterior Rendering

_Design Competition

This project was for a design competition for an existing client who was trying to expand their portfolio to coastal properties. Adjacent to a nearby hospital, this project wanted to bring the surrounding landscape into the building to create 'health pods' where residents can meet and socialize.

_PE.04

_PE.05

Project	Rickert Residence
Company	Scott+Cormia Architecture+Interiors
Project Manager	Sam Sampoux
Date	Spring 2022

_A Mixed-Use Medical Housing Project

_PE.06

_PE.04
Exterior Render

_PE.05
Interior Render

_PE.06
Main Elevation

_PE.06 Formosa Gardens (Commercial Mixed-Use)