

# ELLIE MORRISON PORTFOLIO 2025

SYRACUSE ARCHITECTURE

“Architecture is about ideas in the  
first place. You don’t get to design  
until you have an idea.”

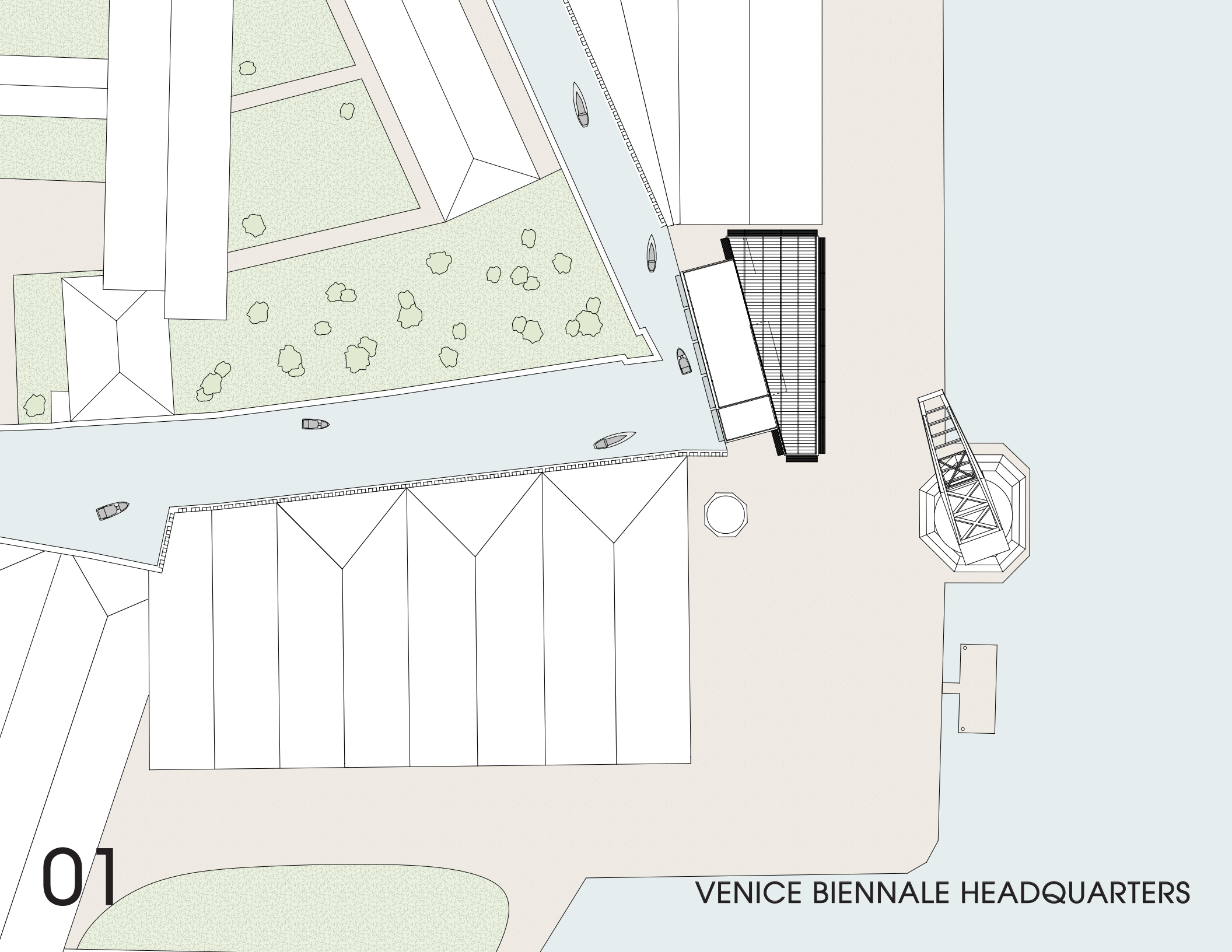
- Lebbeus Woods

**EM PORTFOLIO**

# PROJECTS

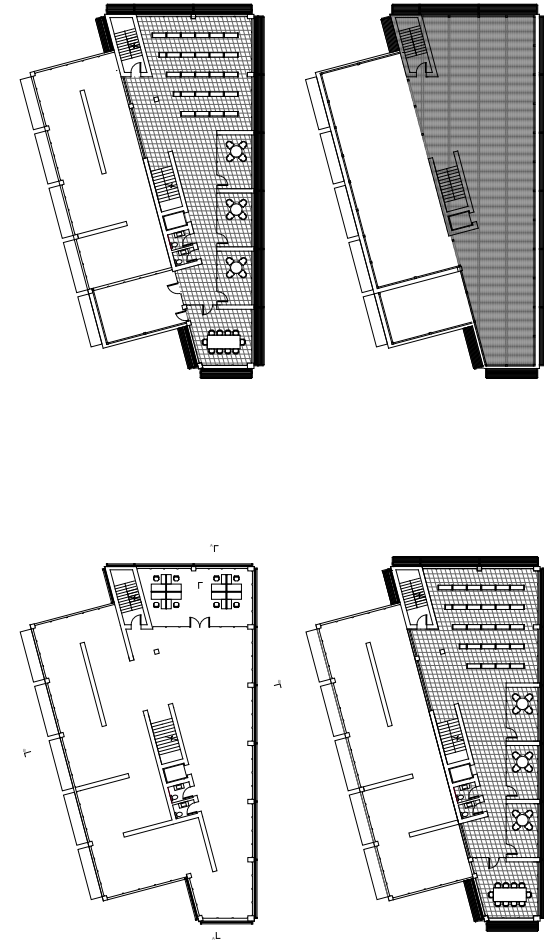
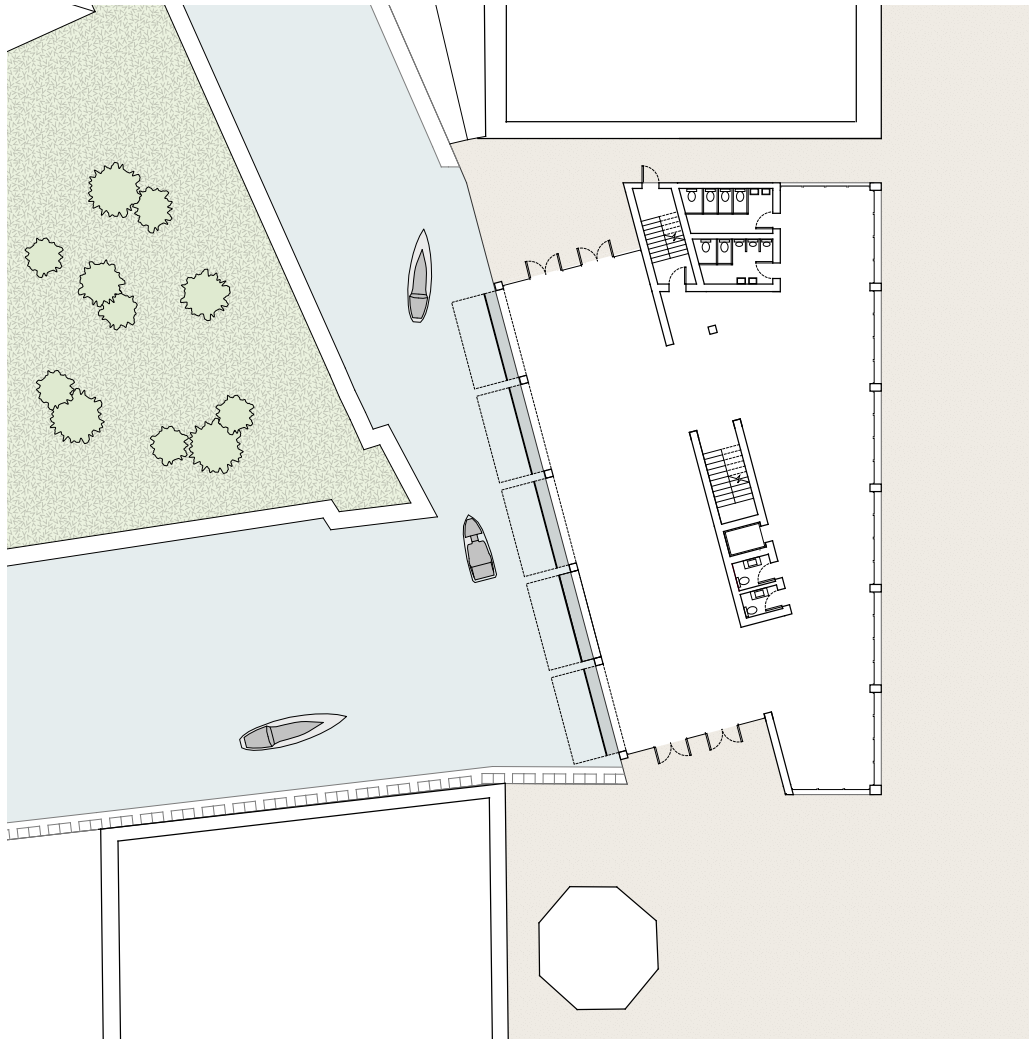
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- 01** VENICE BIENNALE EXHIBITION  
SPRING 2025 - ARC 208
- 02** INTERGENERATIONAL HOUSING PROJECT  
FALL 2025 - ARC 307
- 03** NAVIGATING SPACE THROUGH TURNTABLE CHOREOGRAPHY  
FALL 2023 - ARC 107
- 04** OBSERVATIONAL DRAWINGS  
FALL 2022 - INDEPENDENT WORK
- 05** COMPOSITION EXERCISES  
SPRING 2023 - REPRESENTATION II
- 06** ROCK AND ROLL HALL OF FAME  
FALL 2024 - ARC 207



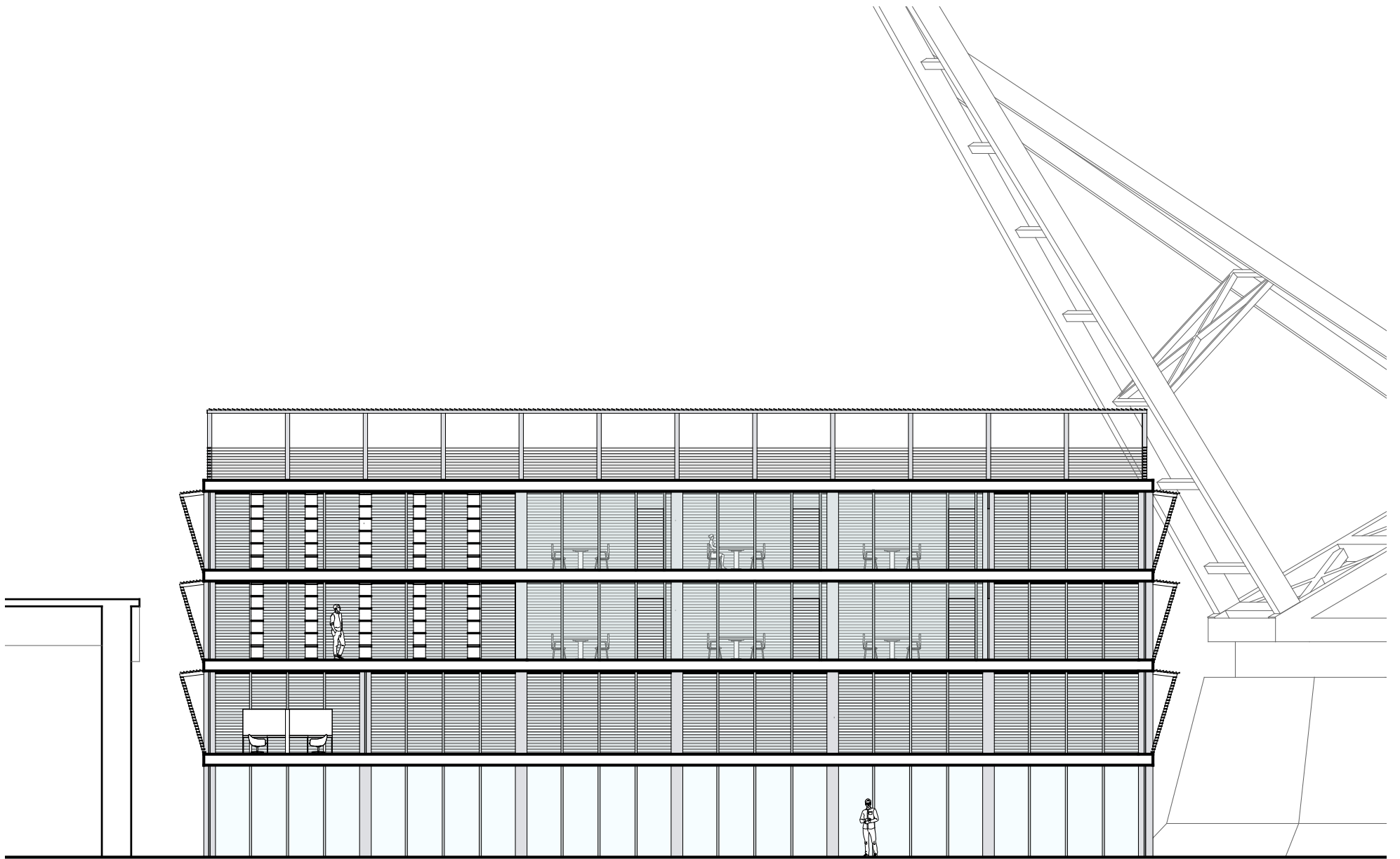
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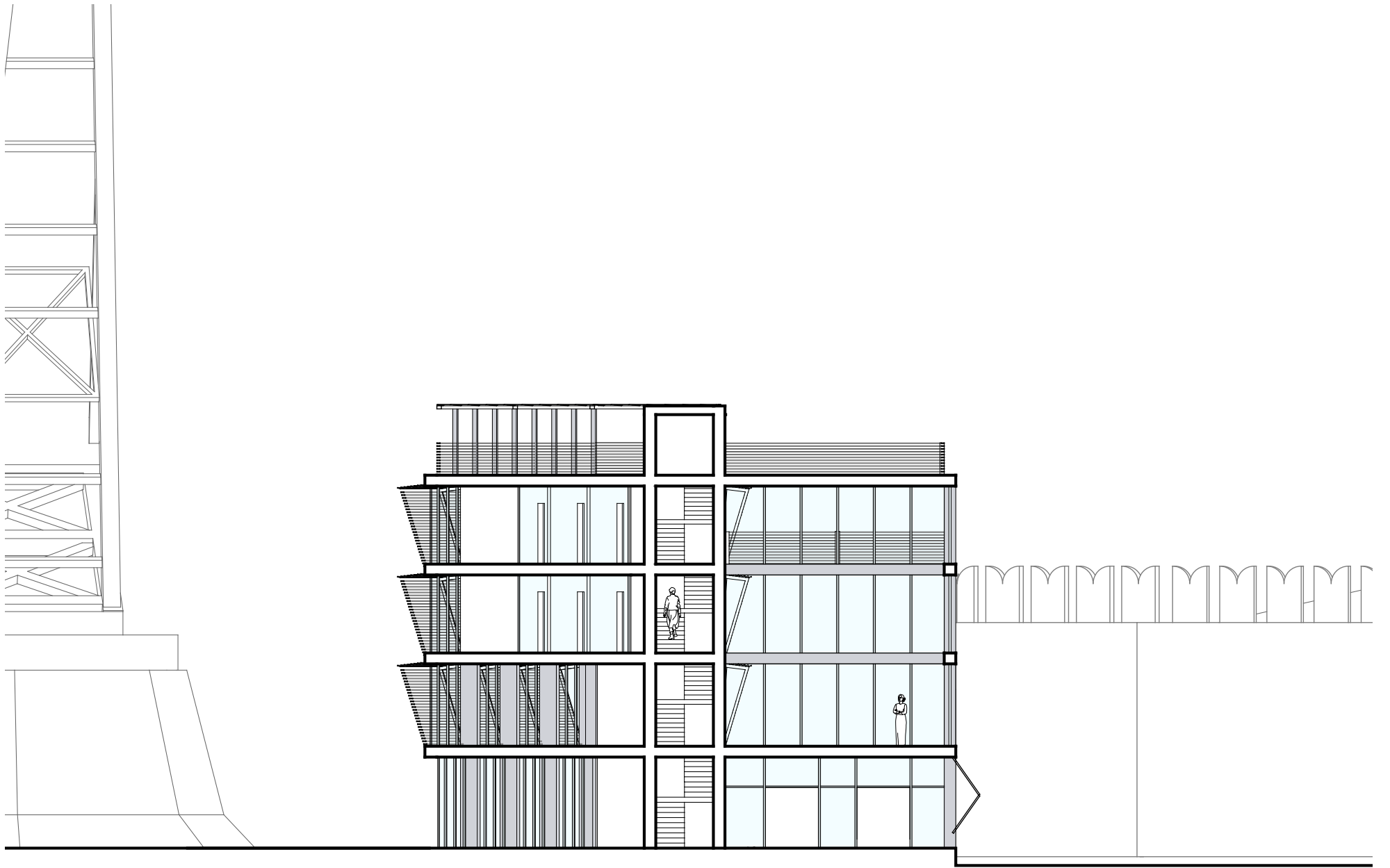
VENICE BIENNALE HEADQUARTERS

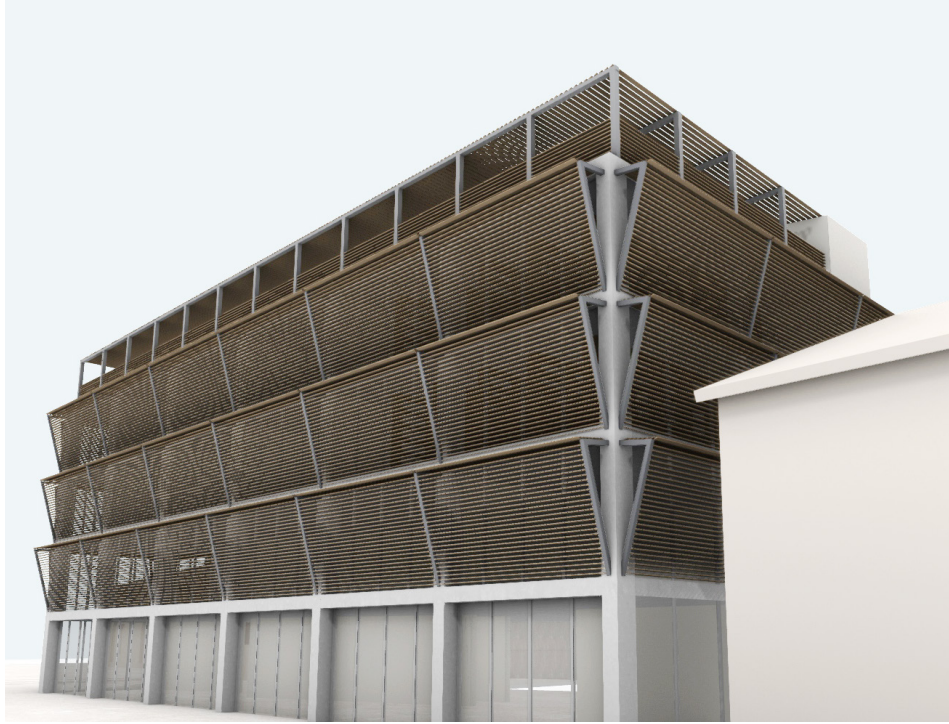


The Venice Biennale Headquarters proposes an exhibition and administrative complex that is located in one of Venice's historic areas, the Arsenale. The design brings together exhibition halls, event spaces, archives, and quiet reading and work rooms, informed by research of the city's relationship with water and the cultural impact of the Biennale. The building is organized into a trapezoidal geometry that accommodates the study rooms and archive stacks, and a rectangular volume that houses a double-height exhibition space, linking public life with archival work.

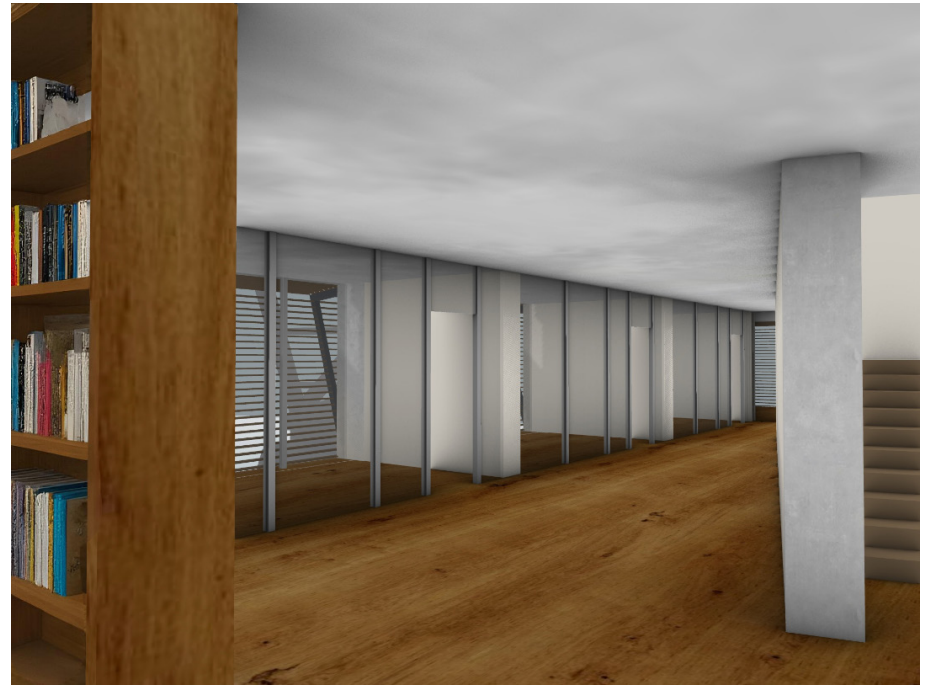
The shading devices, wrapped around three sides of the building, echo the structure of old Venetian ships. This approach not only connects the building to its maritime history, but it is also a practical solution to intense sunshine in Venice, and keeps the archive and exhibition private.







RHINO RENDER EXTERIOR



RHINO RENDER INTERIOR





PHYSICAL MODEL

Materials: Chipboard, Museum board, and Basswood Sticks



This intergenerational housing project is located in Syracuse NY, and focuses on bringing elderly and students together through shared spaces and supportive interactions. Students receive a reduced rent in exchange for participating in elderly support like assisting with their everyday tasks and activities. This creates a mutually beneficial living environment that encourages growth and interaction between residents.

The building is organized around a central courtyard which is the anchor of the shared living practice. Its form also consists of staggered unit forms that create shared balconies and circulation spaces for spontaneous interaction while also preserving privacy. The framed "urban windows" open the courtyard to more light, and create a connection to the external urban environment, which reinforces the building's role as both a supportive home and an active part in the city of Syracuse.

## INTERGENERATIONAL HOUSING PROJECT

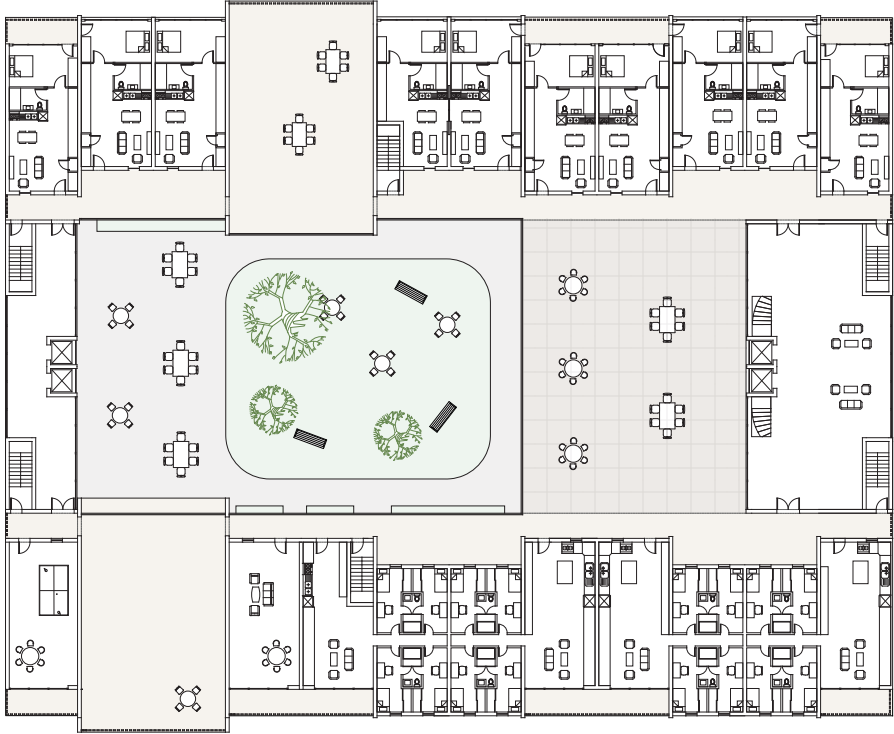


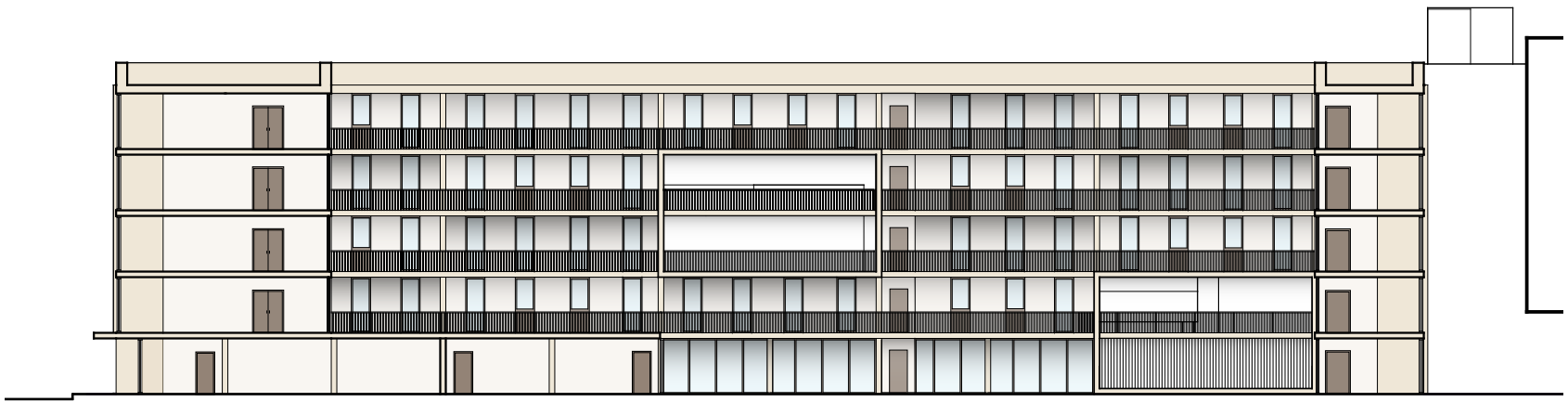
RHINO EXTERIOR RENDER

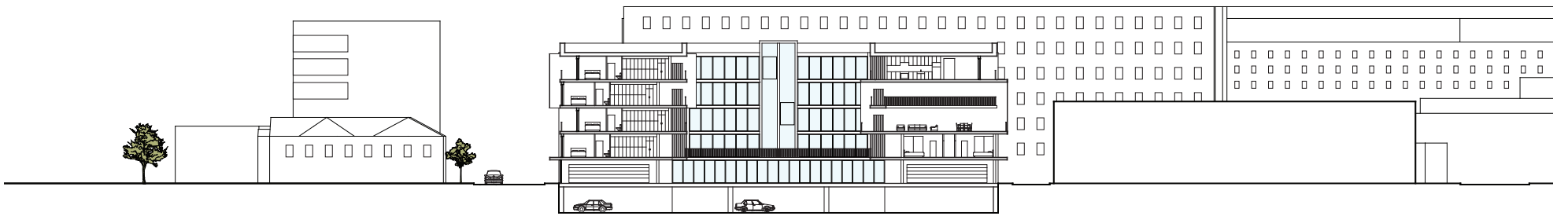
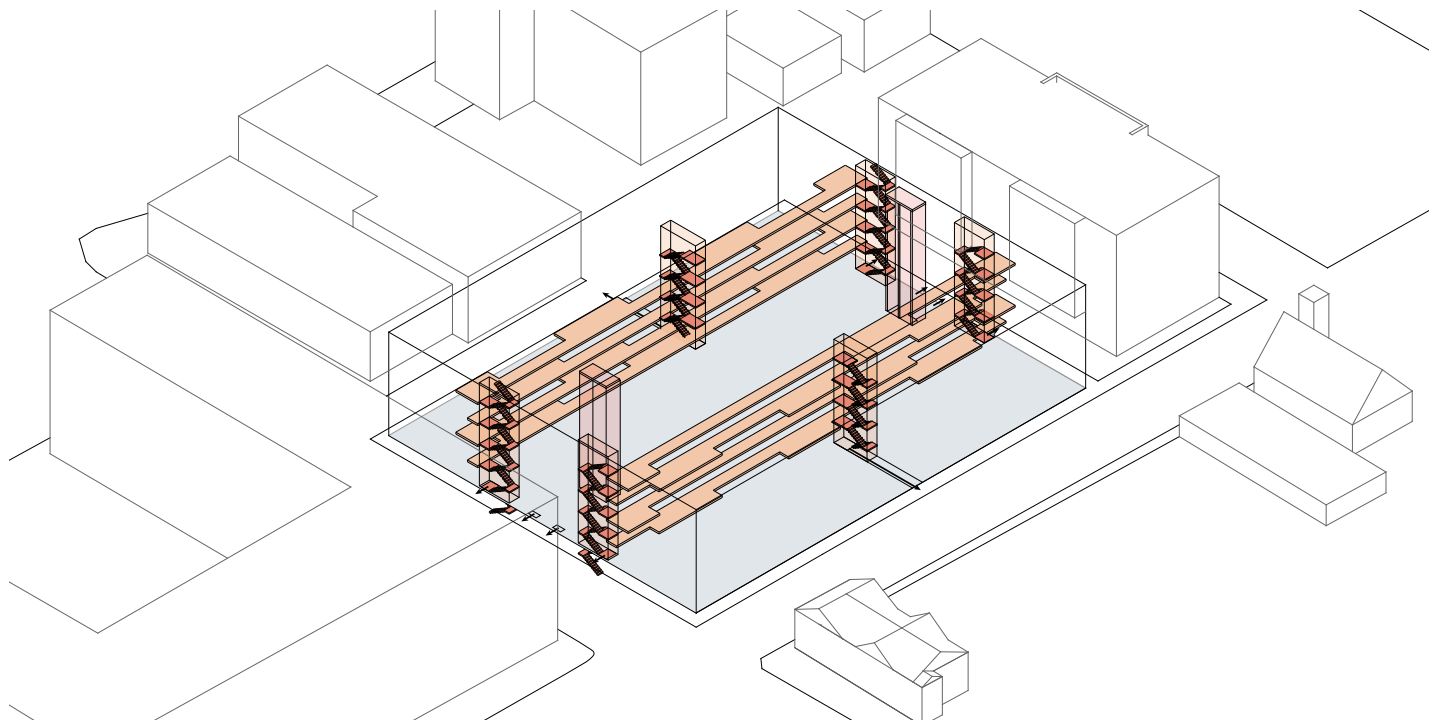
RHINO INTERIOR RENDER INTO COURTYARD

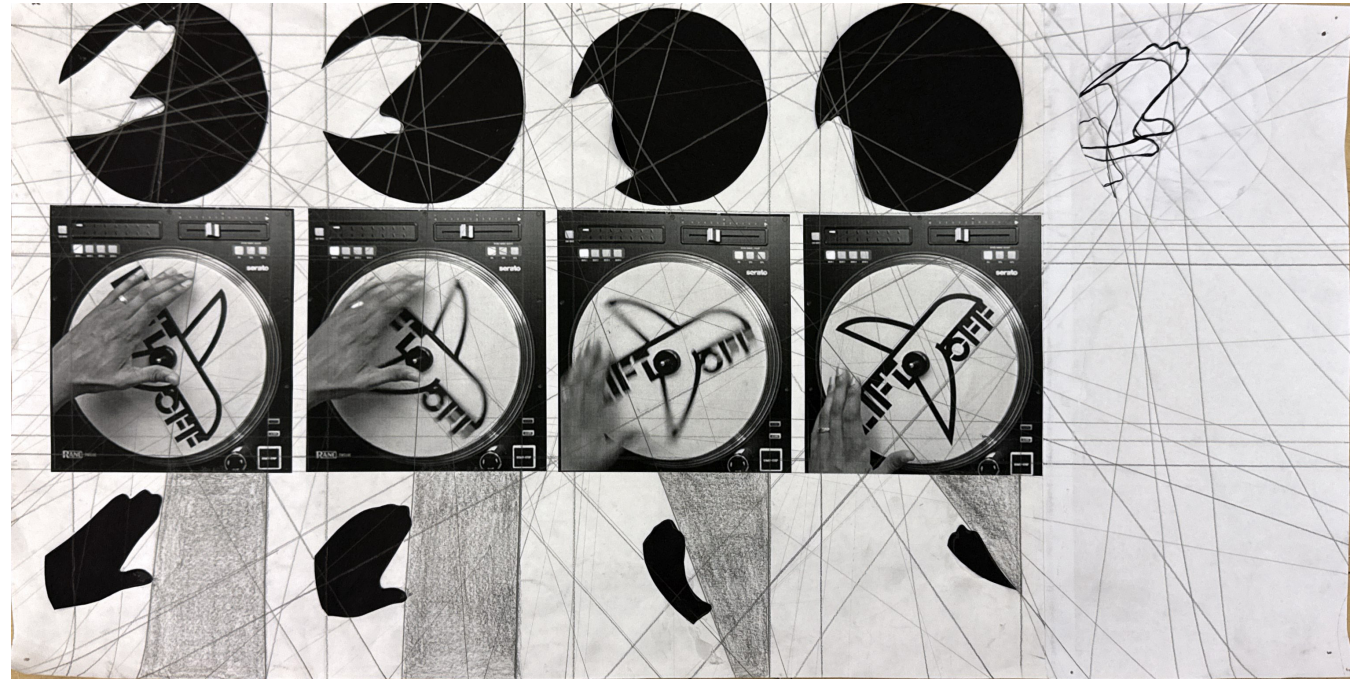








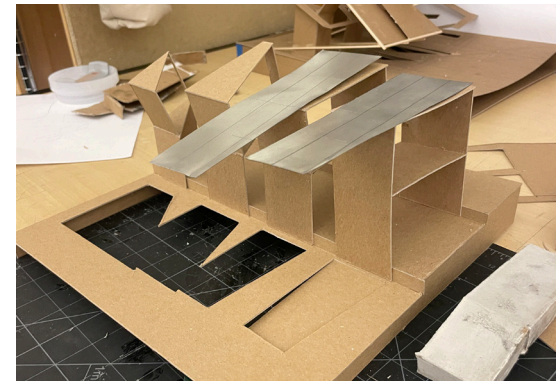
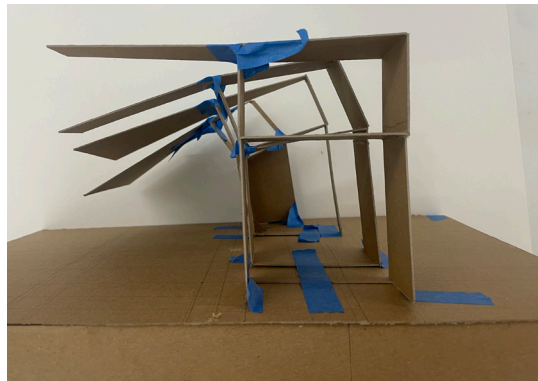
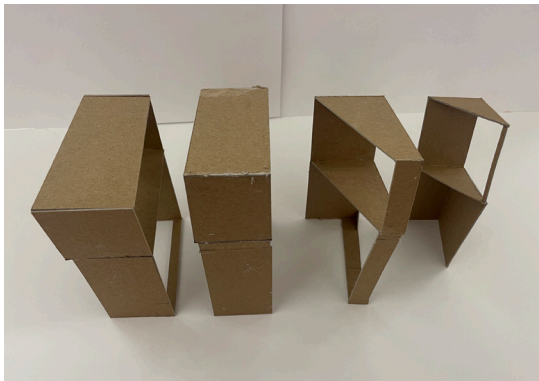




This project looks at creating space through the analysis of a record's rotations on a turntable as orchestrated by the DJ. Specifically, the action of the DJ's pull back during the scratch movement. The pullback and scratch are simple yet revolutionary and defining actions of Hip Hop DJing. These techniques rhythmically disrupt and redirect sequences to produce percussive sounds.

This research analysis page of the scratch movement informs specific spatial characteristics on a turntable. From this, a study model investigation creates new architectural forms and habitable spaces.

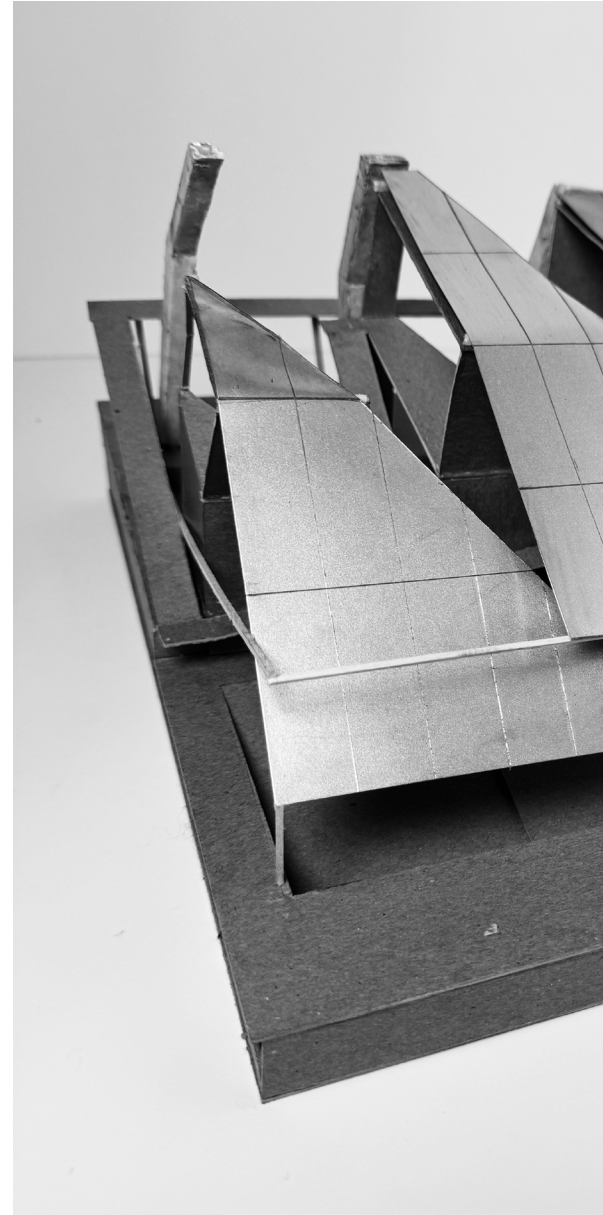
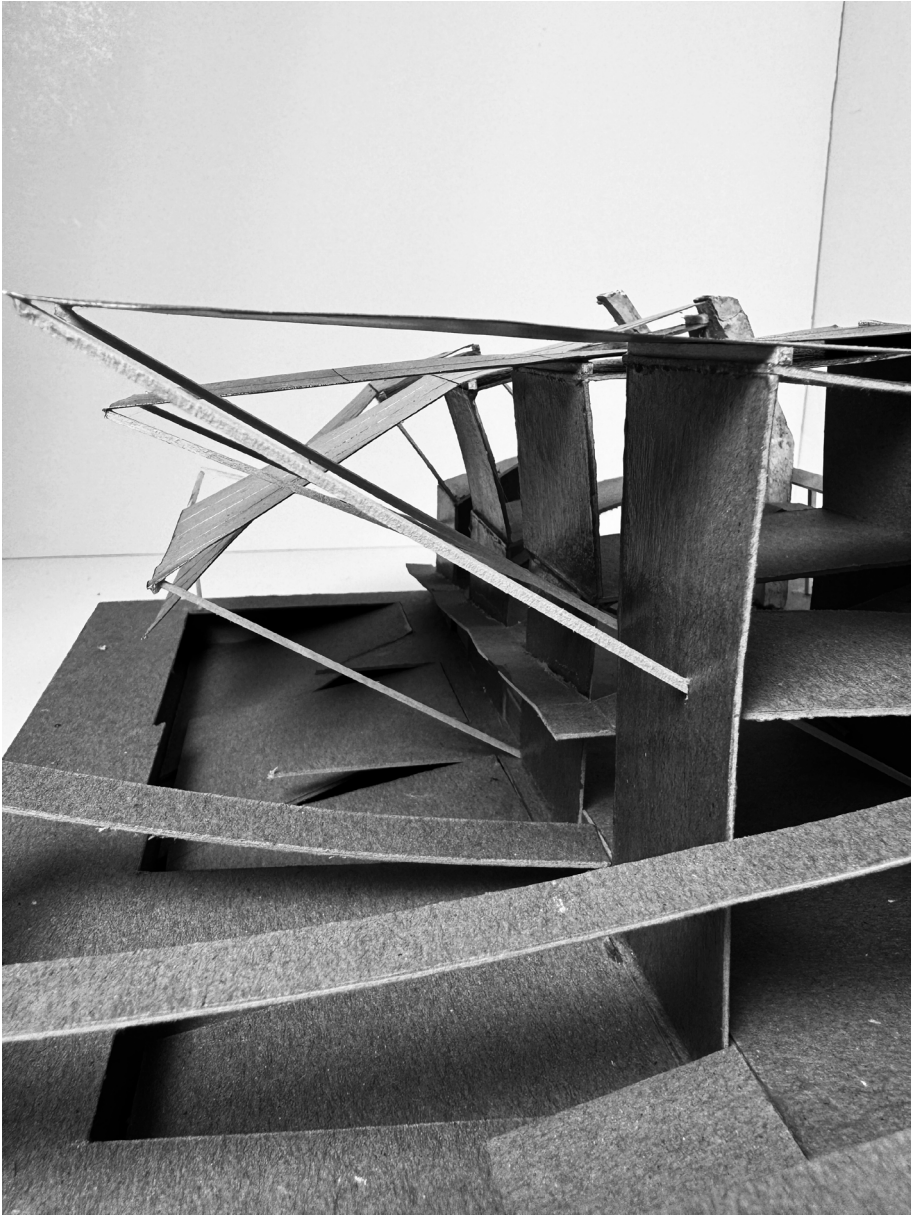
## STUDY MODEL INVESTIGATION



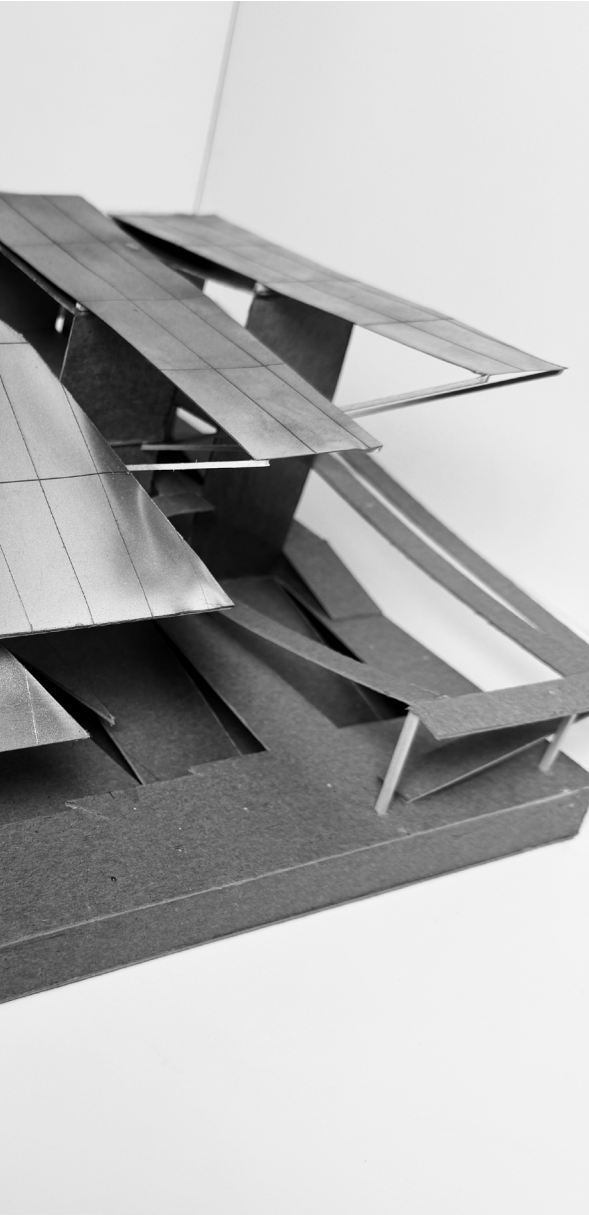
Interpreting shaded spaces from analysis page into separate structures. Rotating each form, mimicking turntable rotation

Extending shapes to create overhangs. Adding a raised base and projecting the geometries

Experimenting with new mediums like Rockite and metal



FINAL MODEL

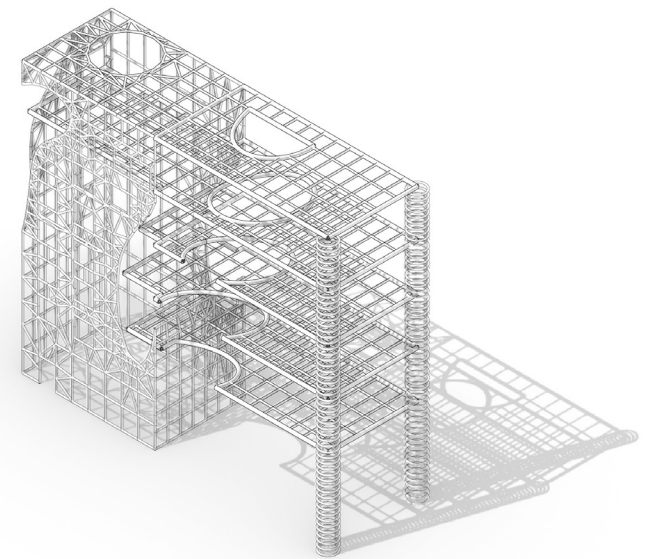
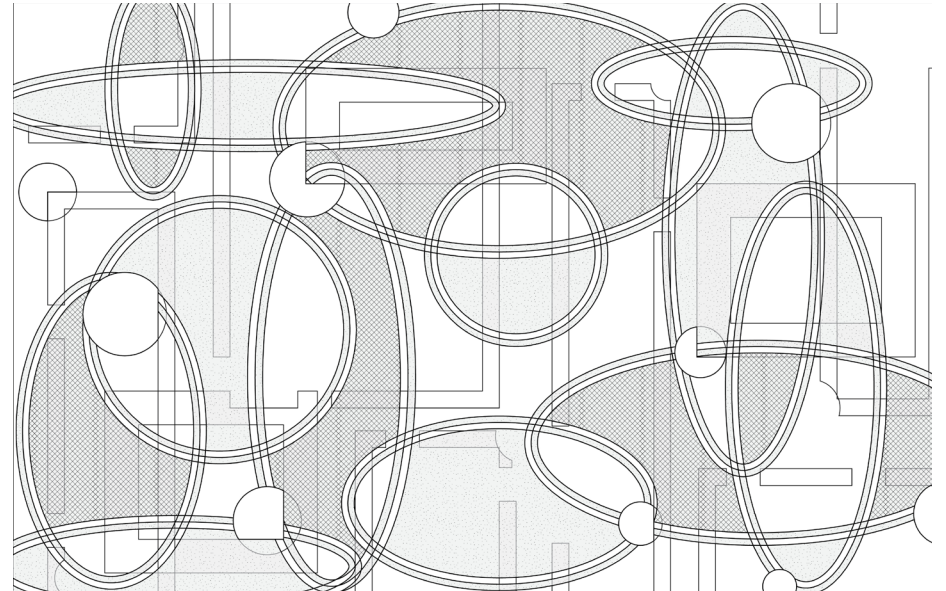
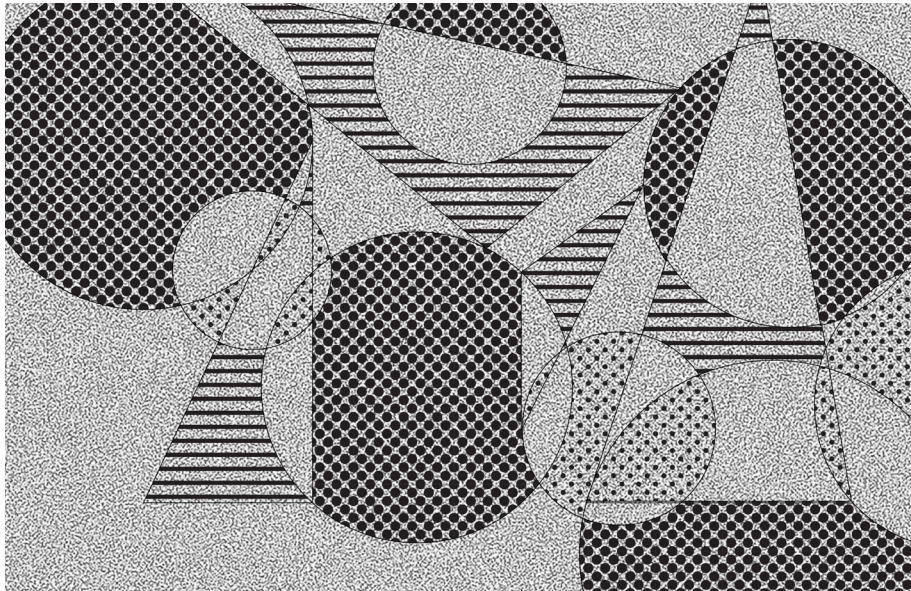




READY TO RODEO?  
CHARCOAL PENCIL ON GRAY DRAWING PAPER  
14" X 18"

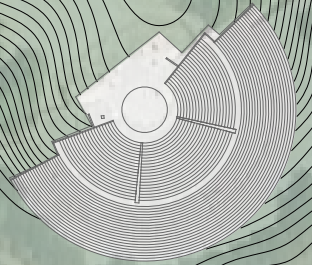
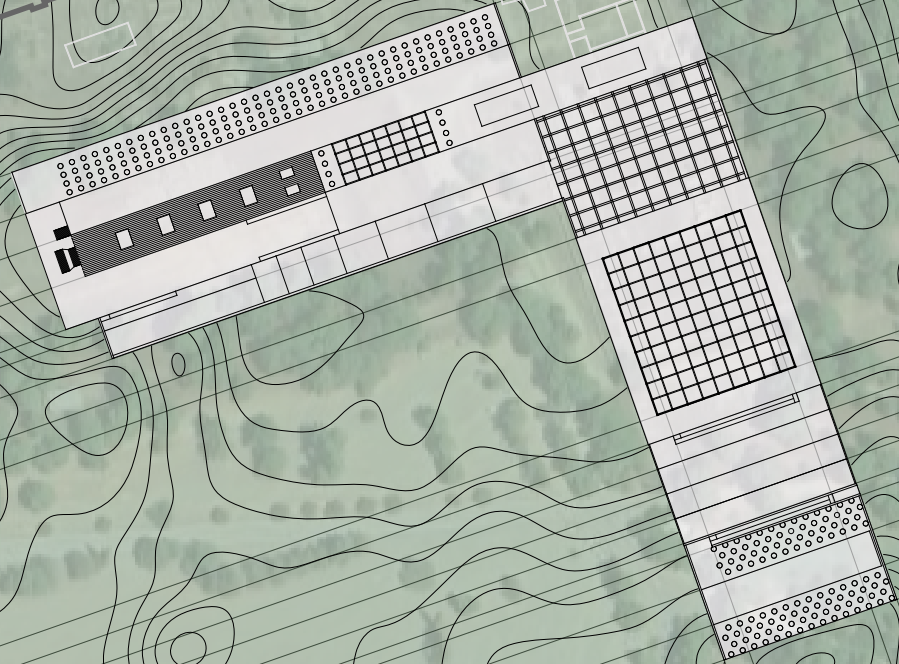


GO BANANAS  
CHARCOAL PENCIL ON GRAY PAPER  
11" X 8.5"



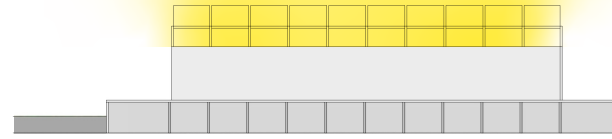
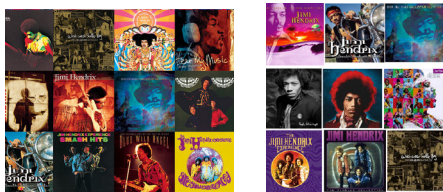
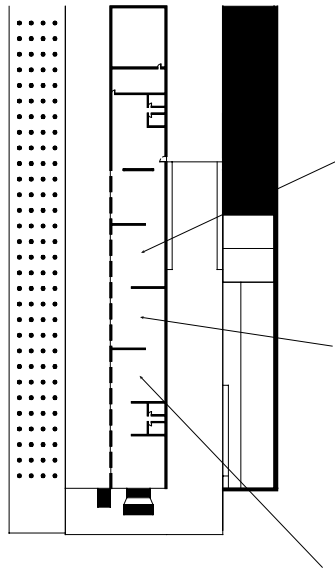
# ROCK AND ROLL HALL OF FAME AT THE TEMPLE OF EPIDARUS

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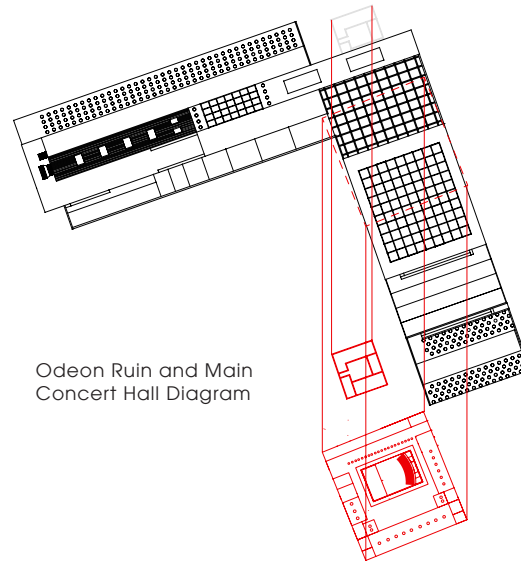


The Rock and Roll Hall of Fame proposes a exhibition and performance center on the historic Temple of Epidaurus ruins site in Greece. It focuses on connecting contemporary music, specifically influences from Rock legend Jimi Hendrix, with ancient Greek theatre traditions. The design includes archive spaces, exhibition areas, a large performance theater, smaller outdoor theaters, and a music garden, which come together in a flowing series of spaces. Outdoor rooms and plazas are woven throughout the site to encourage gathering and spontaneous exchanges. This complex is not only for performances, but for everyday social interaction.

The Archive Experience Map



Golden Beacon Diagram



Odeon Ruin and Main Concert Hall Diagram



Theatre ruin: The theatre is still standing and like its purpose in ancient times as a large outdoor amphitheater, it still can be used for large concerts

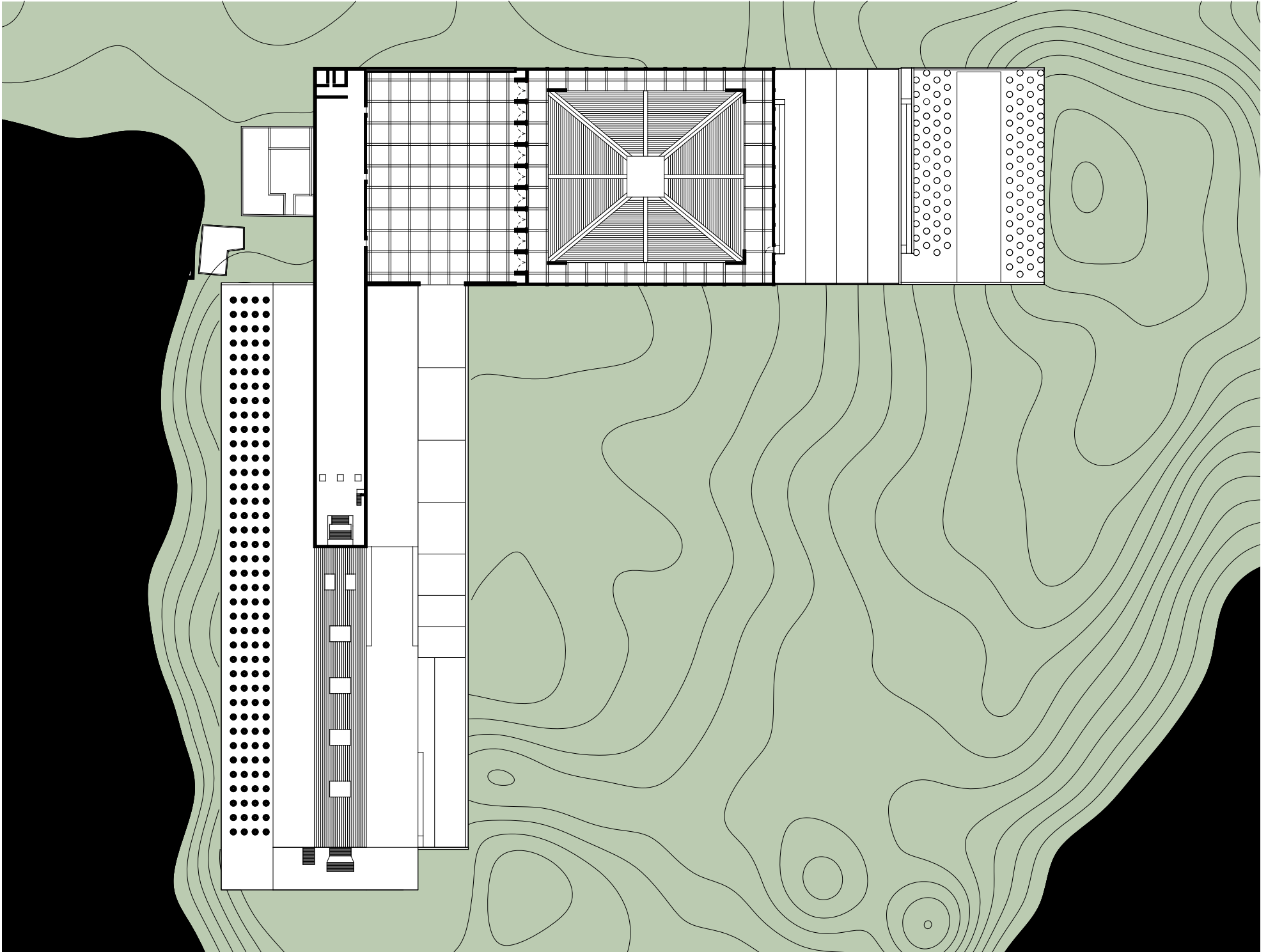


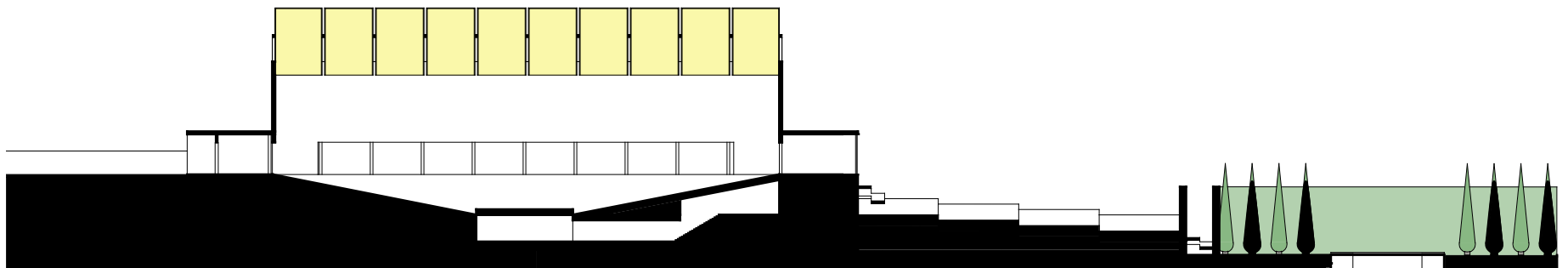
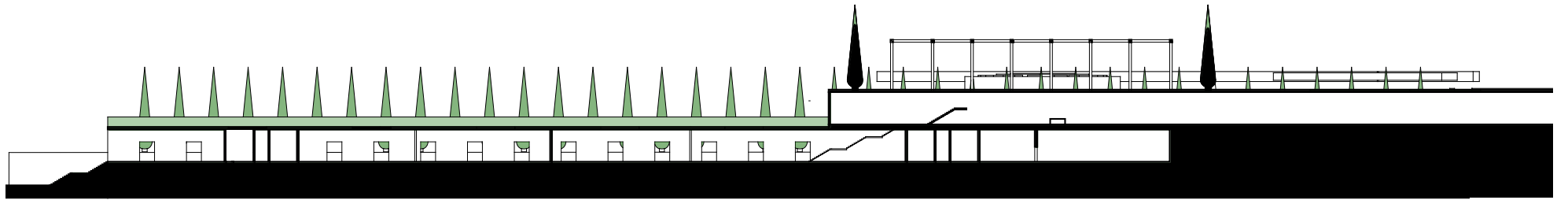
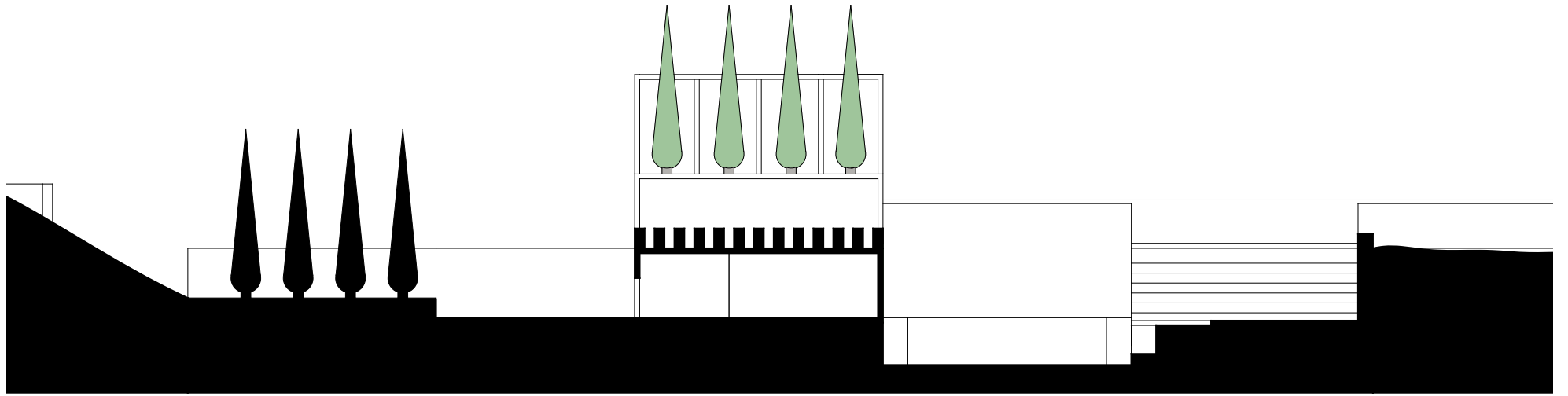
Stadium: an ancient Greek stadium is a large rectangular area dipped in the ground designed for athletic competitions with tiered seating along the sides for spectators. The proposed long bar structure that holds the archive and exhibition is placed within this dip in the ground to respond to the ancient site conditions.

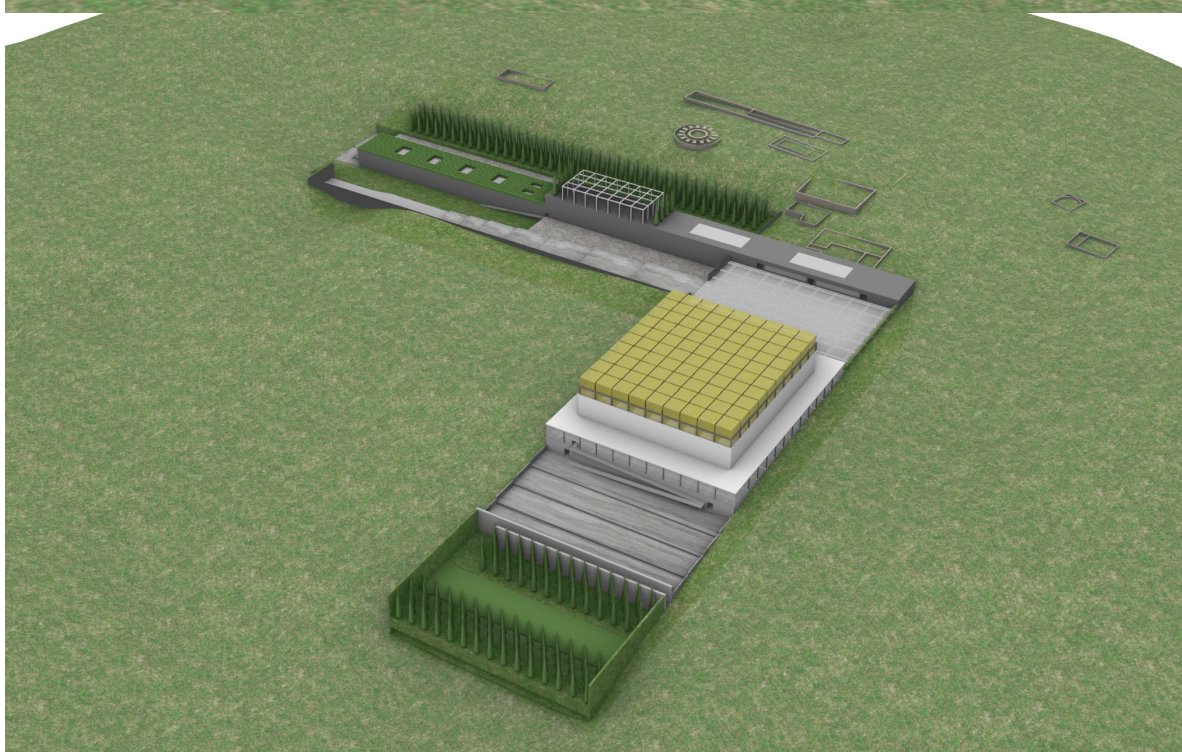
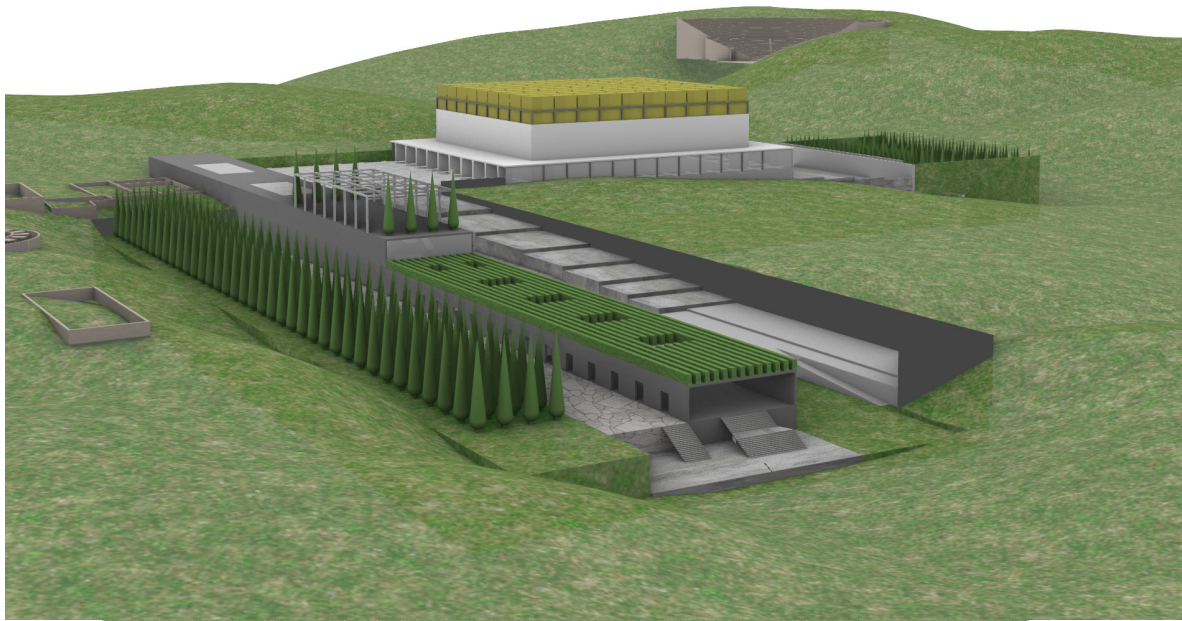


Odeon ruin: an Odeon is an ancient Greek and Roman structure designed specifically for musical performances, including singing, musical shows, and poetry competitions. The main indoor performance hall is built on top of this ruin to honor its original purpose.









RHINO RENDERS

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EXPECTED MAY 2028

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