



VICTORIA WU

SELECTED WORK | 2022-2025

This portfolio contains individual and
collaborative work of
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SELECTED WORKS



01 | SUPERIMPOSED FABRIC
study of bounding intersections

4



02 | KYPHASMA PAVILION
study of form

18



03 | MGC PAVILION
study of materiality

30



04 | TECHNICAL STUDIES
study of technical skill/rendering

42



05 | TWO BUT MANY LEVELS
study of systemic thinking

50

01

SUPERIMPOSED FABRIC

Greenpoint, Brooklyn, NY

Type: Natatorium & Recreation Center

Critic: Walaid Sehwal

Fall 2025, 4th Year

Individual Project

Selected For Publication

The Superimposed Fabric Natatorium emerges from the convergence of three distinct rectangular masses. Each volume asserts its own identity, yet their calculated intersections forge shared spatial thresholds, dissolving the boundary between separation and integration. The geometry is deliberate: from two main entrances, the three forms establish a dialogue of balance and tension that choreographs movement. Circulation follows a set path, branching sequentially and guiding visitors through the locker rooms before culminating in the expansive pool hall. Internally, the building's rigid exterior massing gives way to a smooth, fluid geometry, creating a material dialogue with the few curved edges found on the facade. The unified space created by the overlap transcends mere composition, becoming a singular expression of connection where external form resolves into internal grace. In this design, geometry is both an organizational tool and a symbol of unity, revealing how simple shapes, precisely articulated, can create a powerful and cohesive architectural presence.

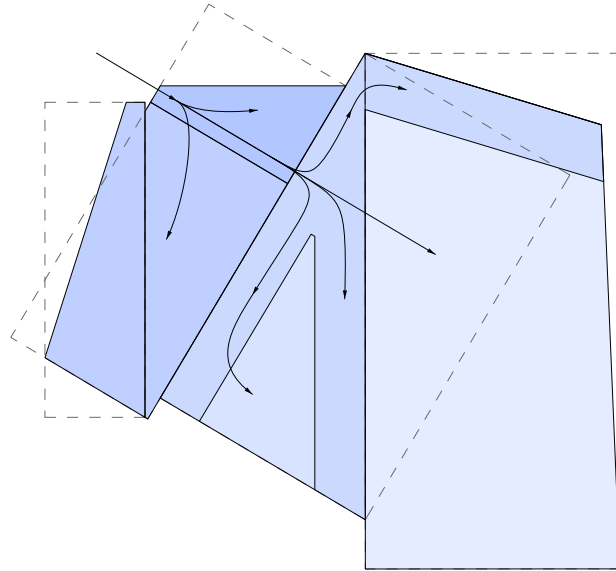




SuperImposed Fabric



Rendering of Building Entrance | Produced with D5

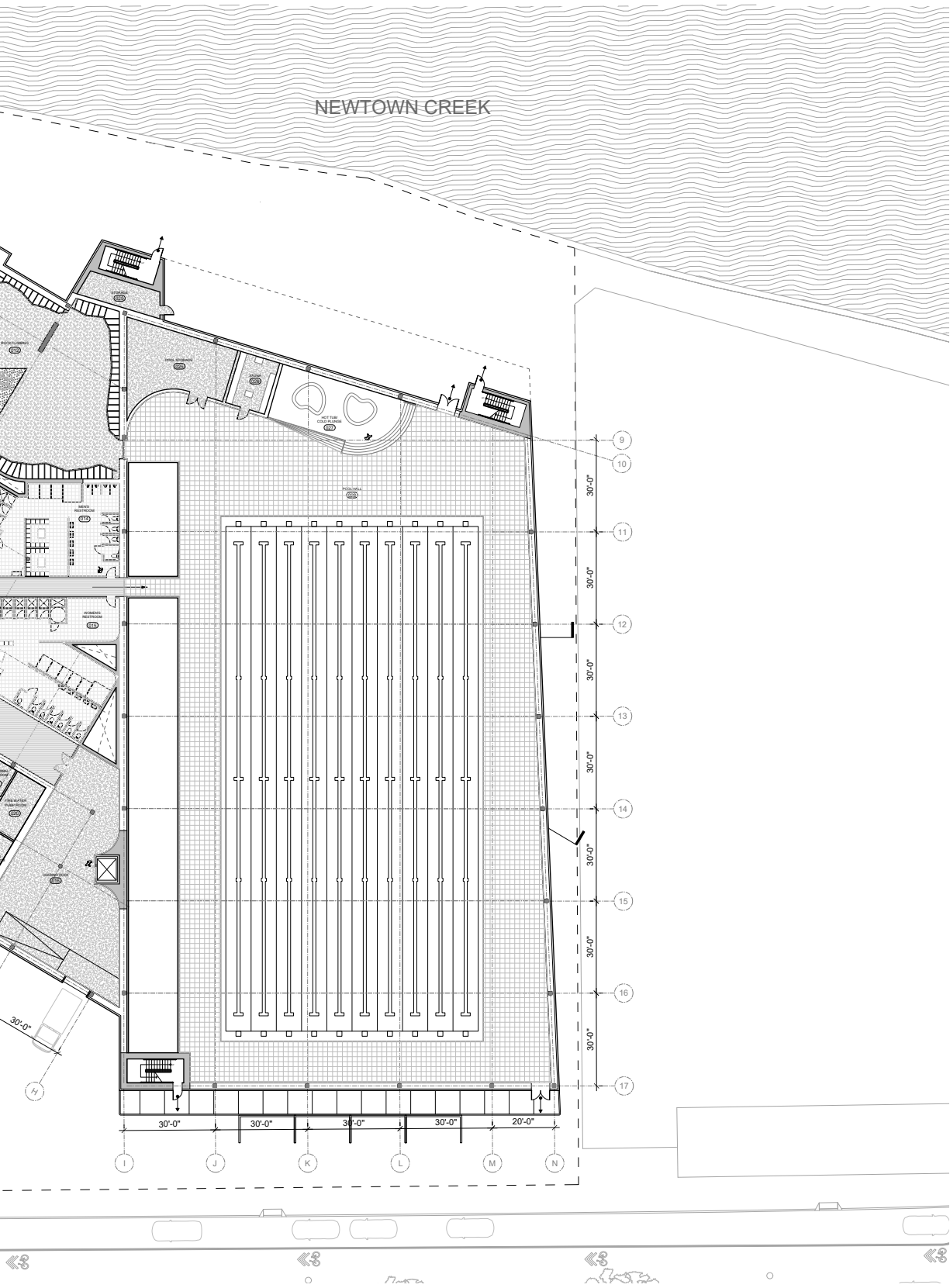


Concept + Enclosure Diagrams

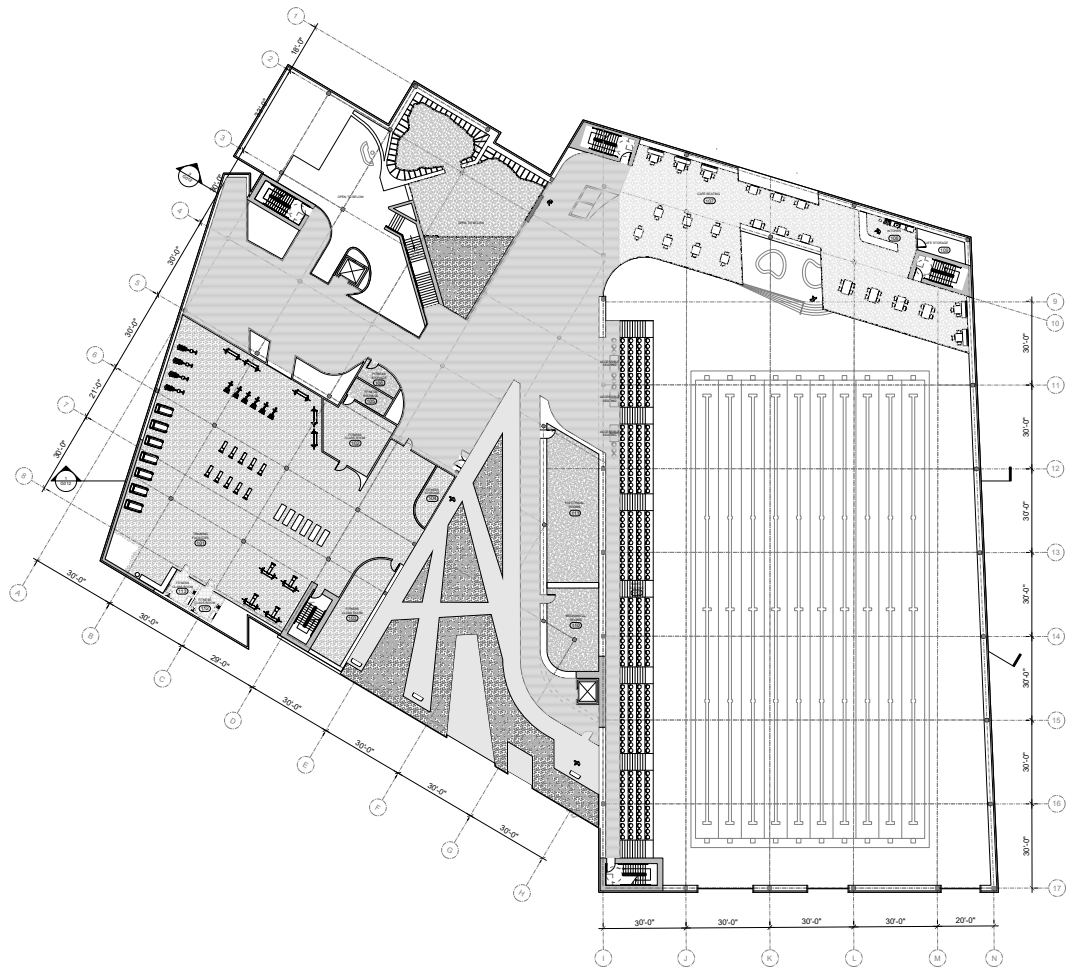


Ground Floor Plan

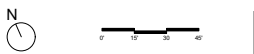




SuperImposed Fabric



Second Floor Plan



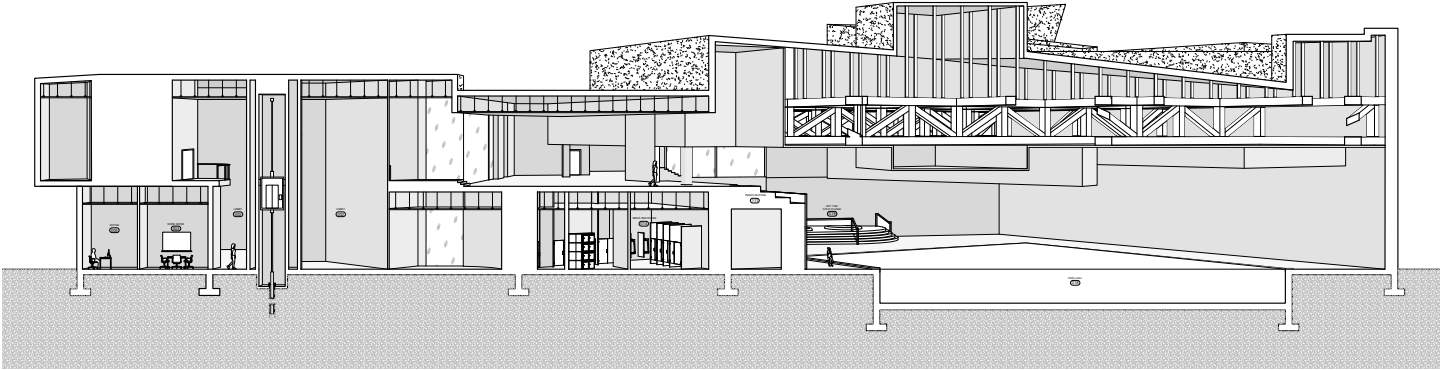


Interior Rendering of Rock Climbing Hall I Produced with D5

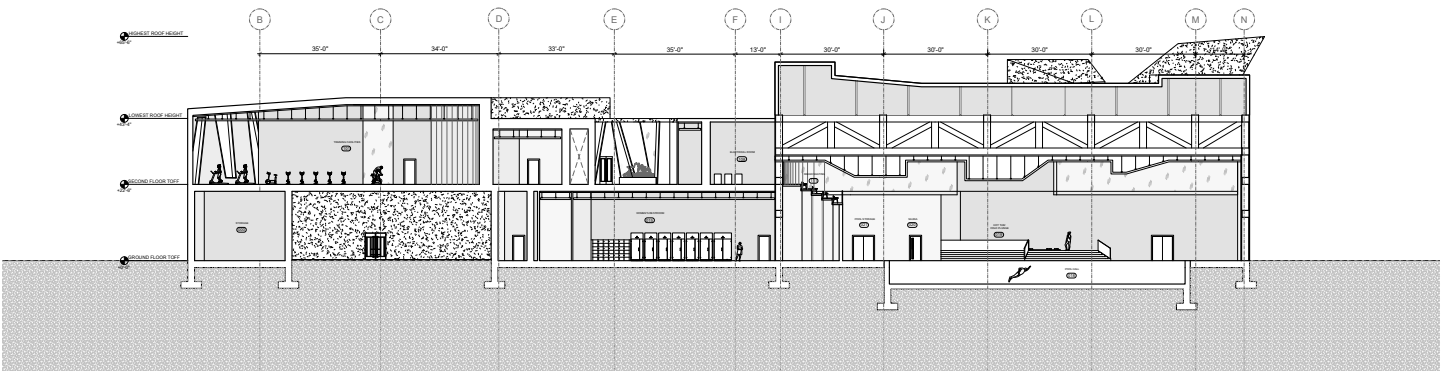
SuperImposed Fabric



Aerial Render | Produced with D5 and AI



Perspective Section A-A

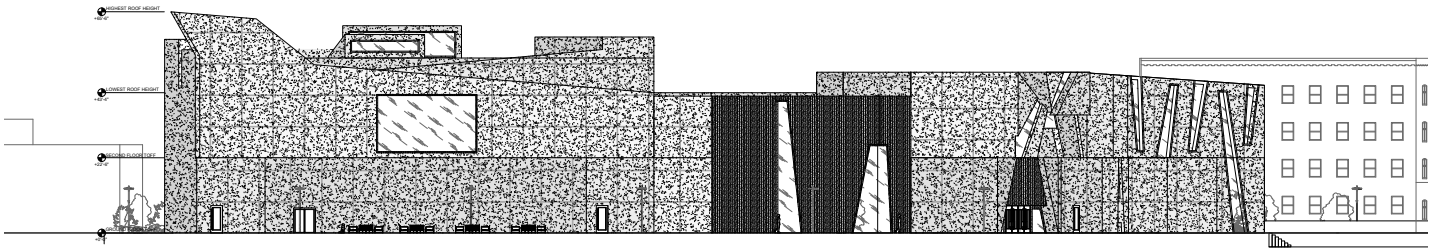


Section B-B

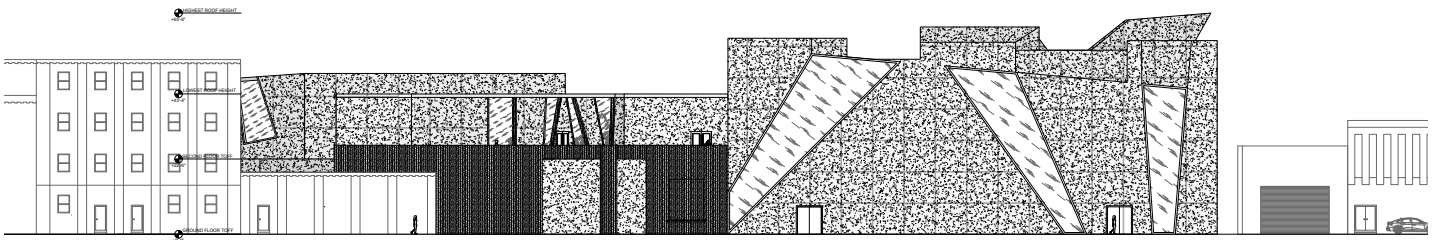
Sections



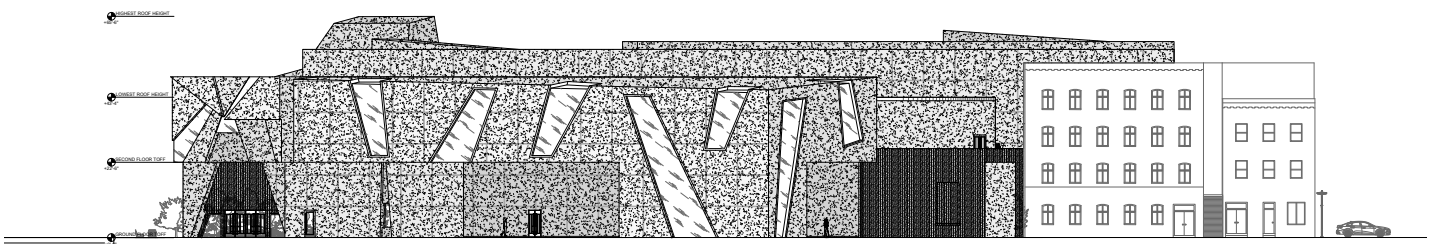
SuperImposed Fabric



North Elevation



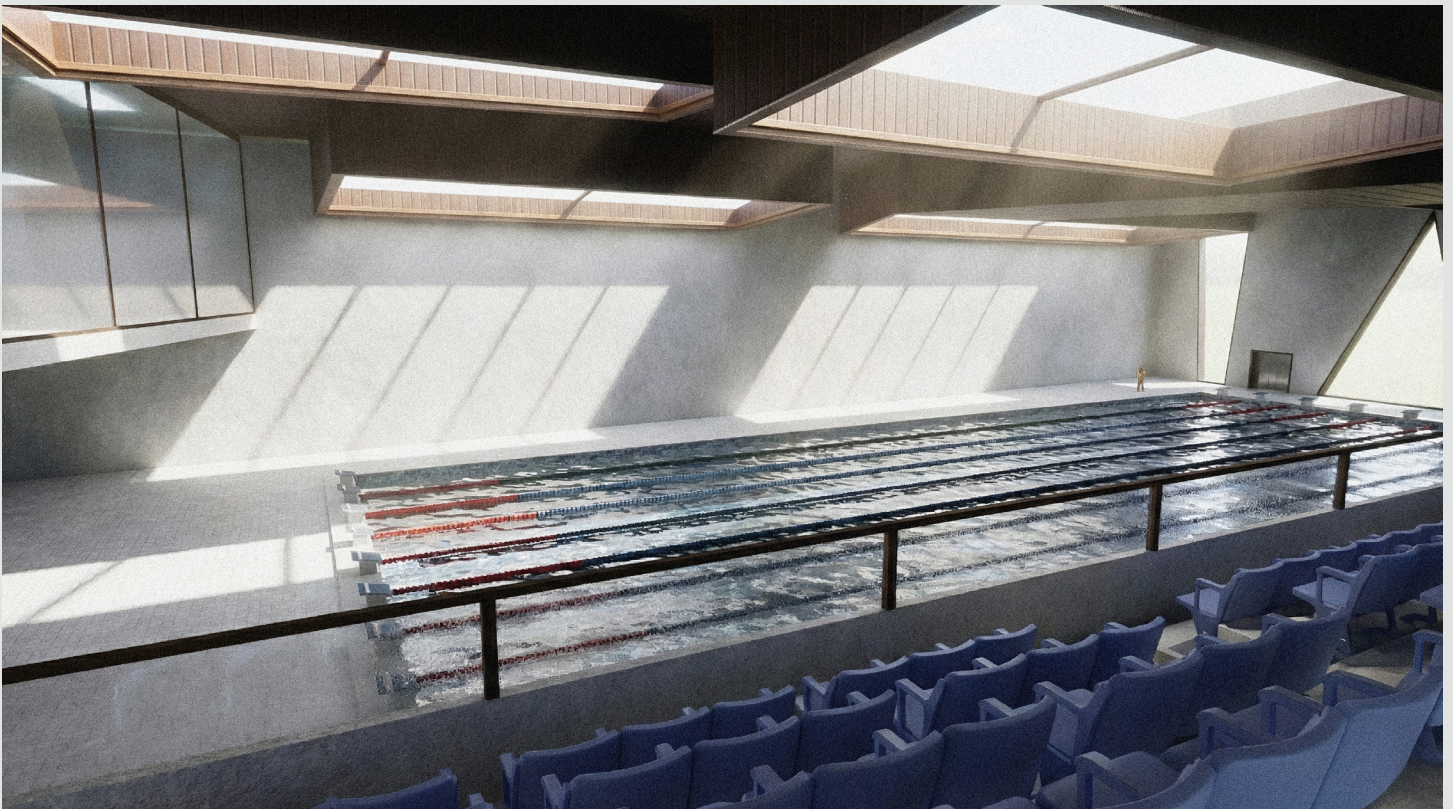
South Elevation



West Elevation

Elevations

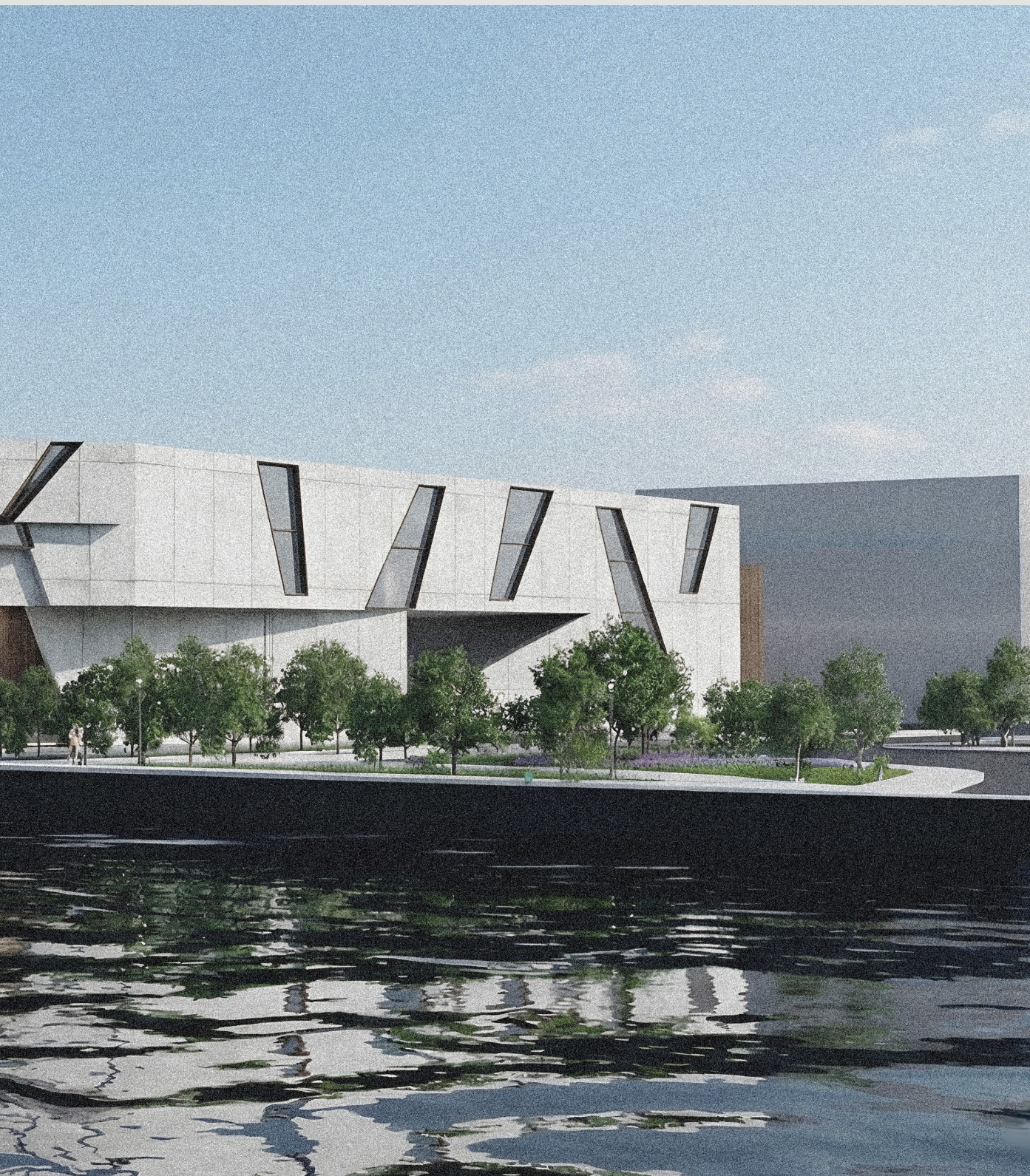




Interior Rendering of Pool Hall I Produced with D5



Render from Newtown Creek | Produced with D5



02

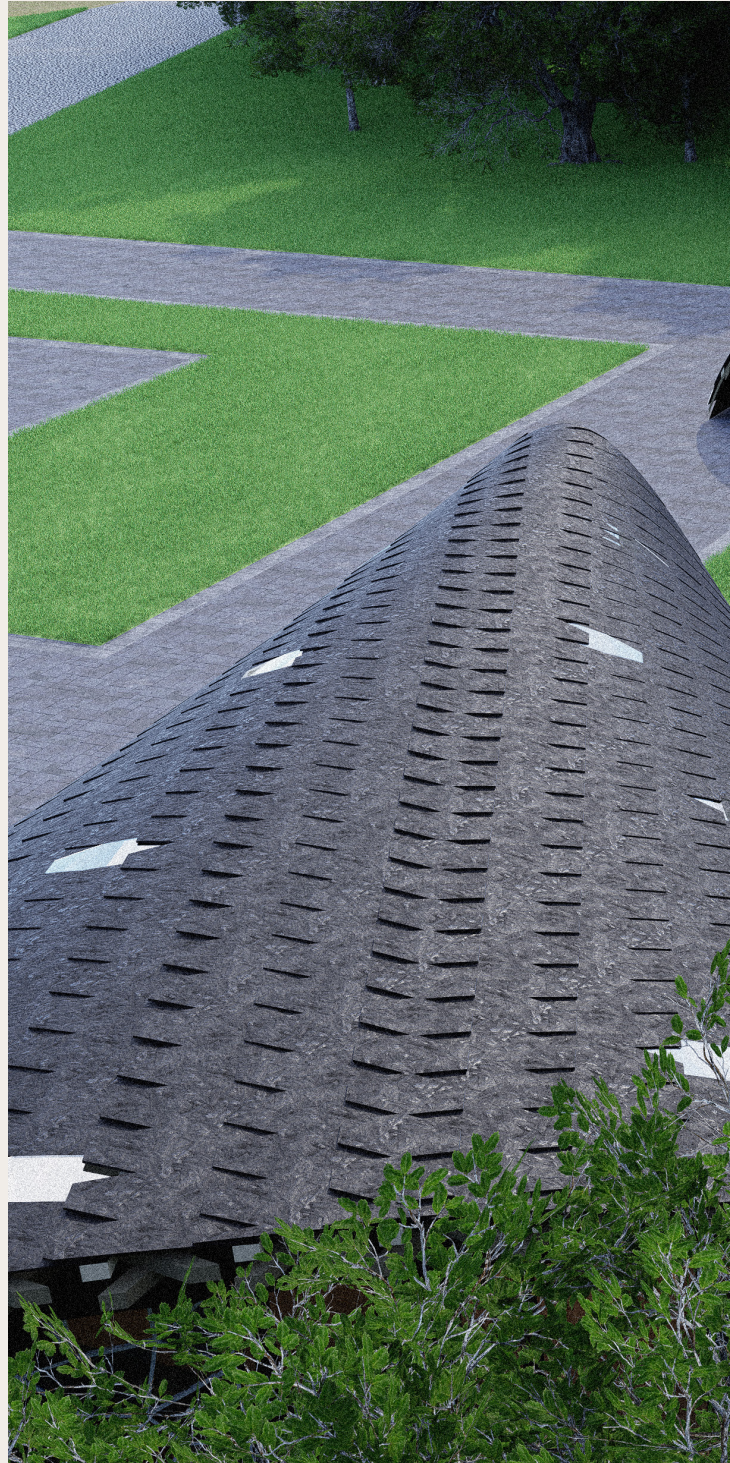
KYPHASMA PAVILION

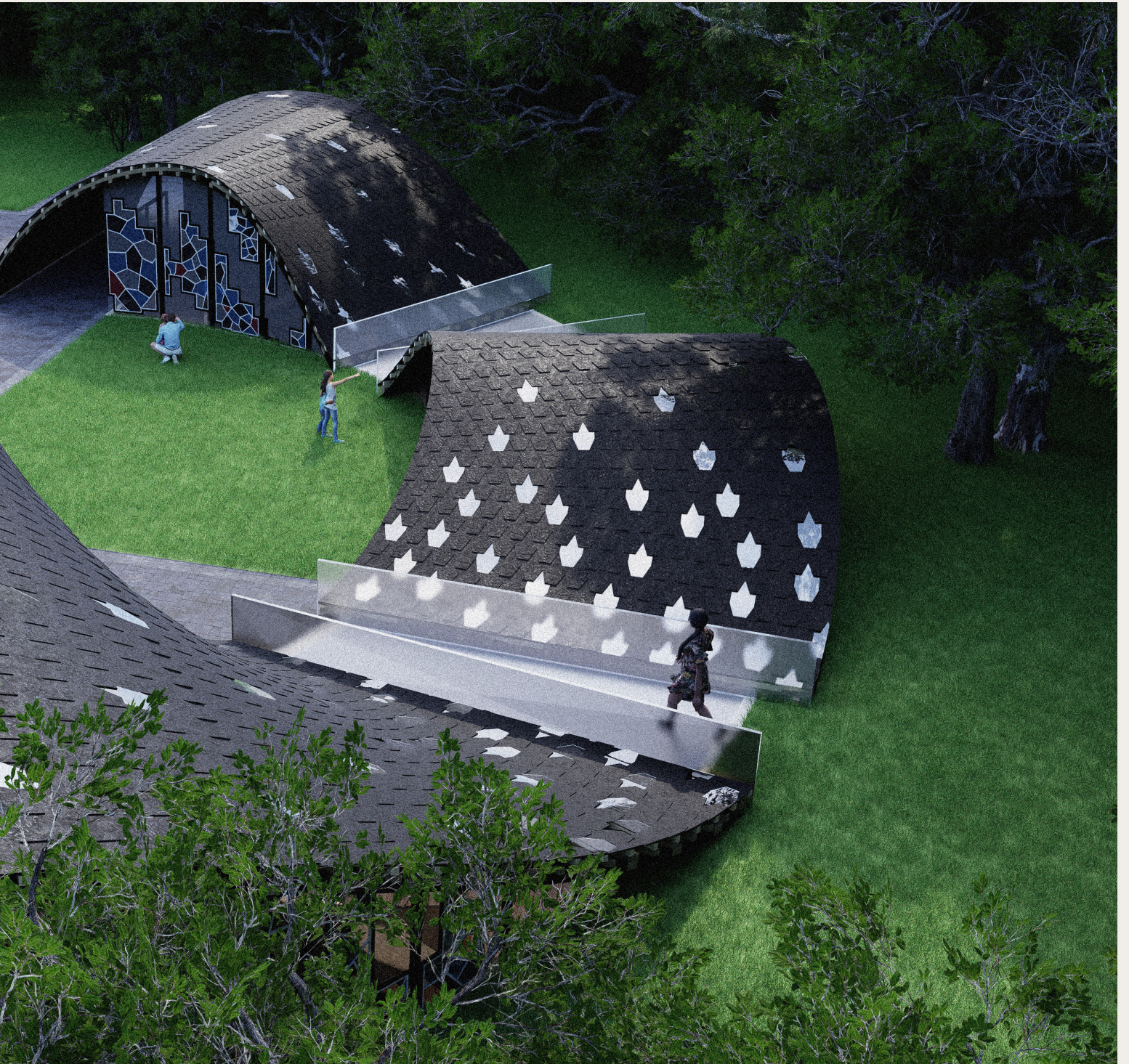
Gee's Bend, Boykin, Alabama

Type: Quilt-Making Workspace/Gallery
Critic: Anthony Titus
Partner: Ariel Chong
Spring 2025, 3rd Year
Selected For Publication

Designed to honor the rich heritage of the Gee's Bend quilting community, this pavilion reinterprets two distinct quilt patterns into a singular architectural form. This pavilion is designed as a bridge between the historical legacy of Gee's Bend and the living practice of quilt-making. The user experience is choreographed by a fluid, curved path that functions as a "walking gallery." As visitors traverse this route, they are immersed in the history of the community and the specific works of artists Rita Mae Pettway and Mensie Lee Pettway.

This fluid circulation contrasts with the destination: a monolithic, cubic structure designed to house a workshop for 24 people. While the form is rigid, utilizing wood to represent solidity and glass to represent negative space, the program is communal and creative. The space invites an intergenerational, diverse group of visitors to transition from observing history on the path to actively participating in it within the enclosure, fostering a community connected by the art of making.

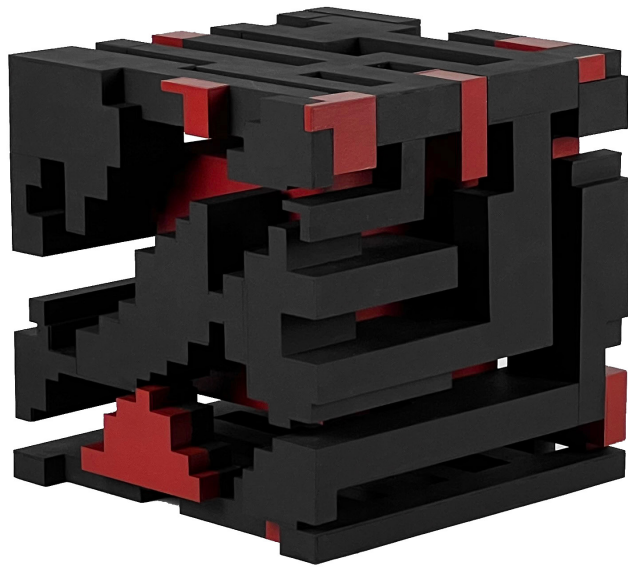




Kyphasma



Quilts made by Mensie Lee Pettway and Rita Mae Pettway

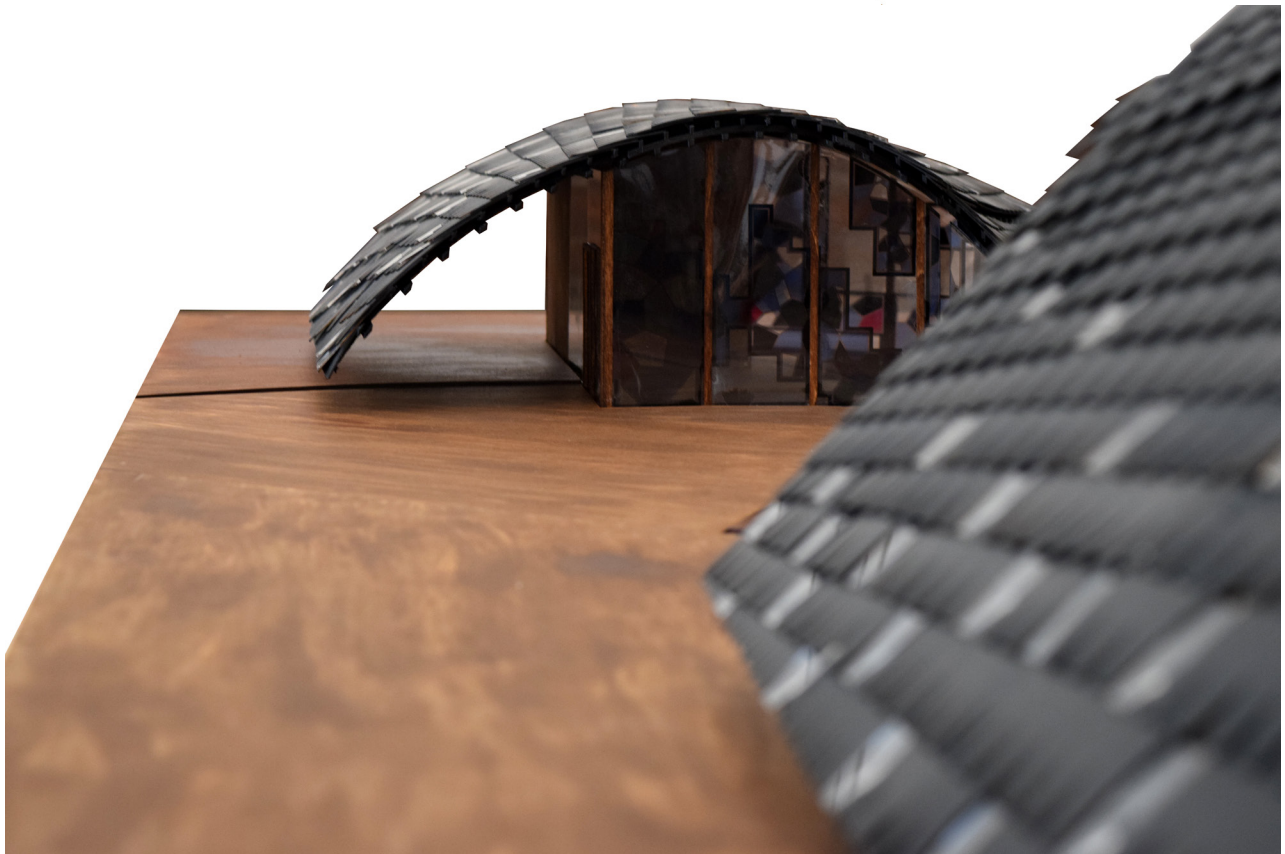


Phase 1 Physical Model- Concept merging the 2 quilts

Model Photo- Phase 1



Phase 2- Physical Model



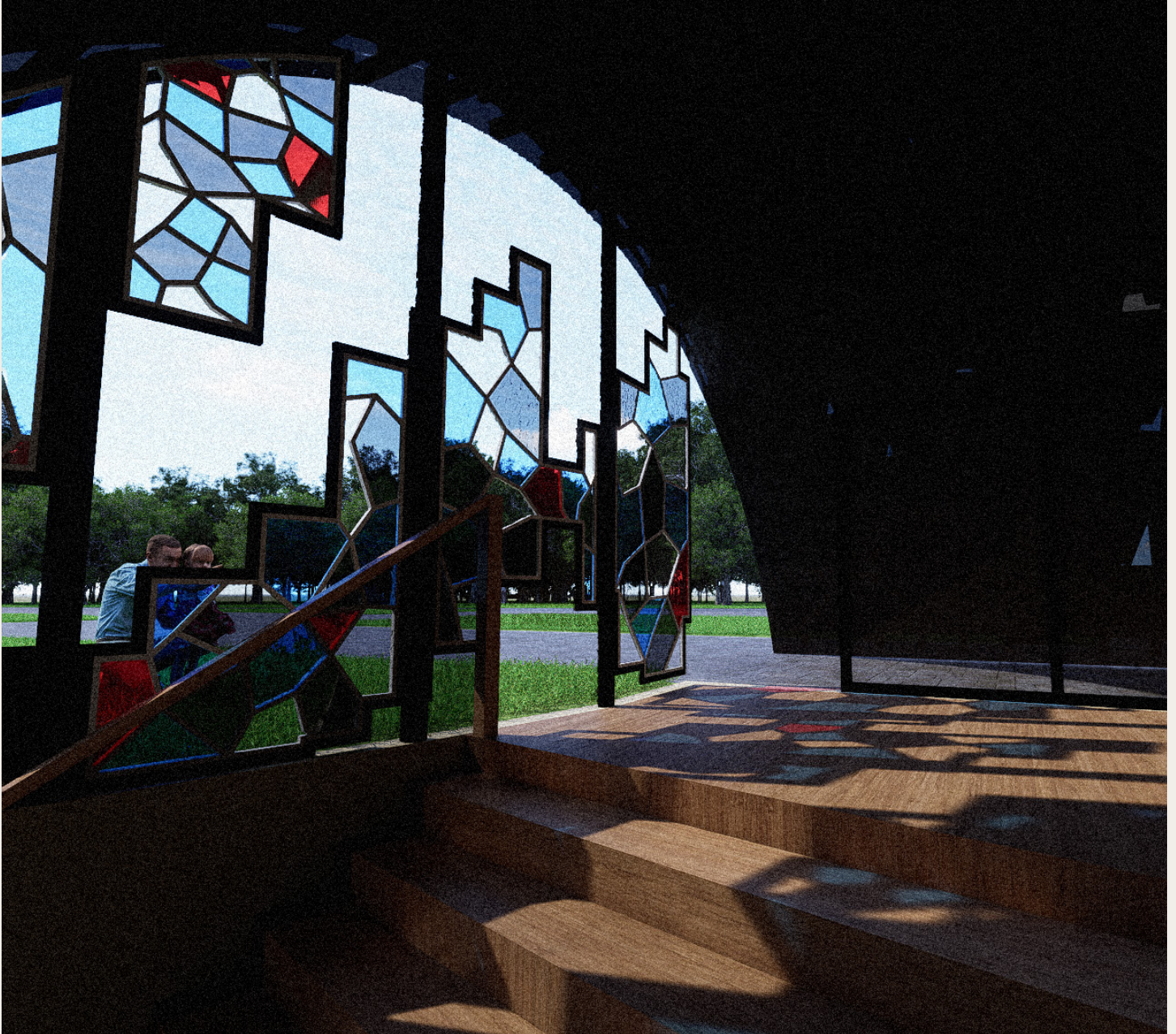
Phase 3- Physical Model 1' = 1/4"

Model Photos Phase 2 and Phase 3

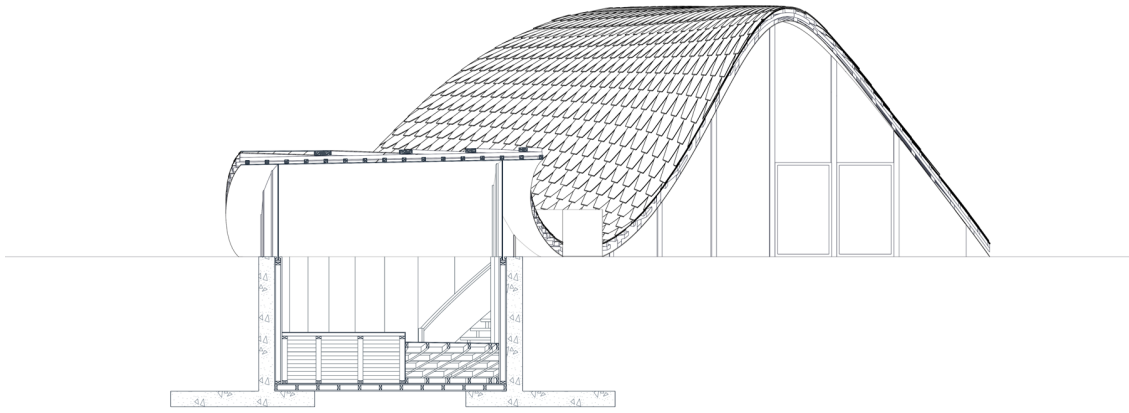


Exterior Render I Produced with D5

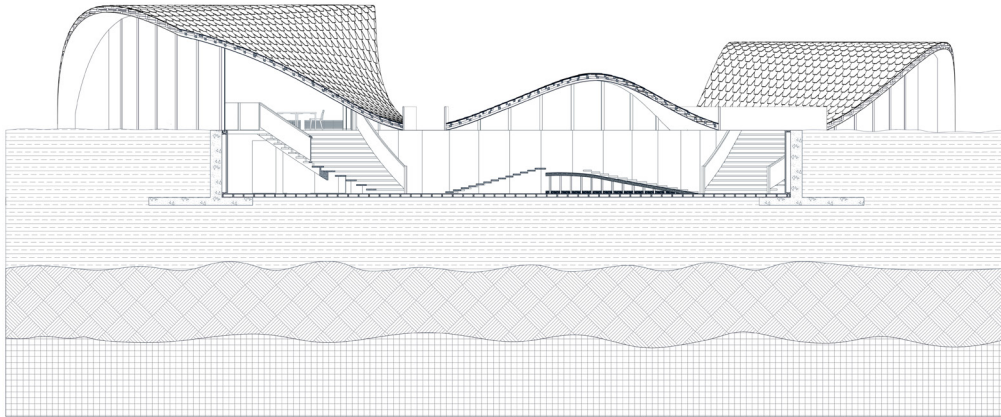




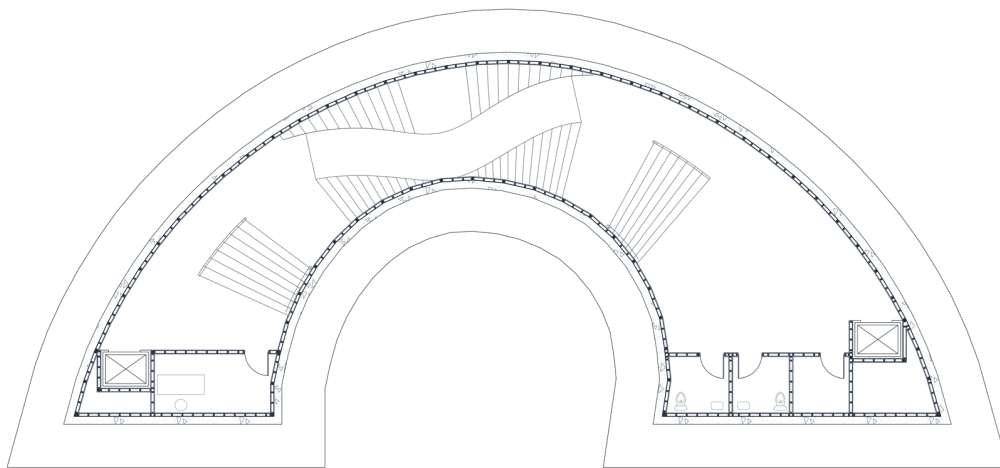
Render of Interior I Produced with D5



Transverse Section

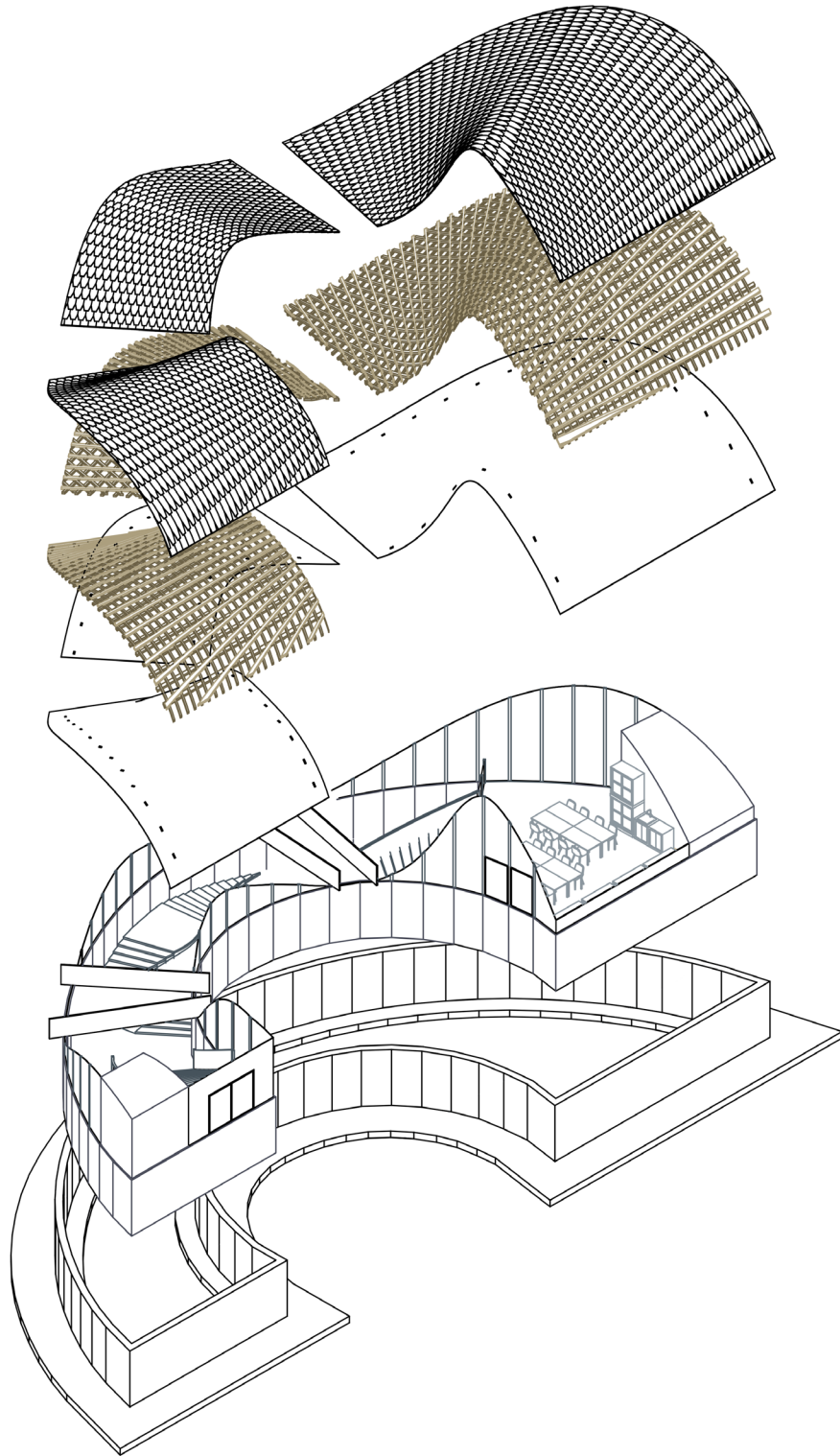


Longitudinal Section



Ground Floor Plan

Plans and Sections



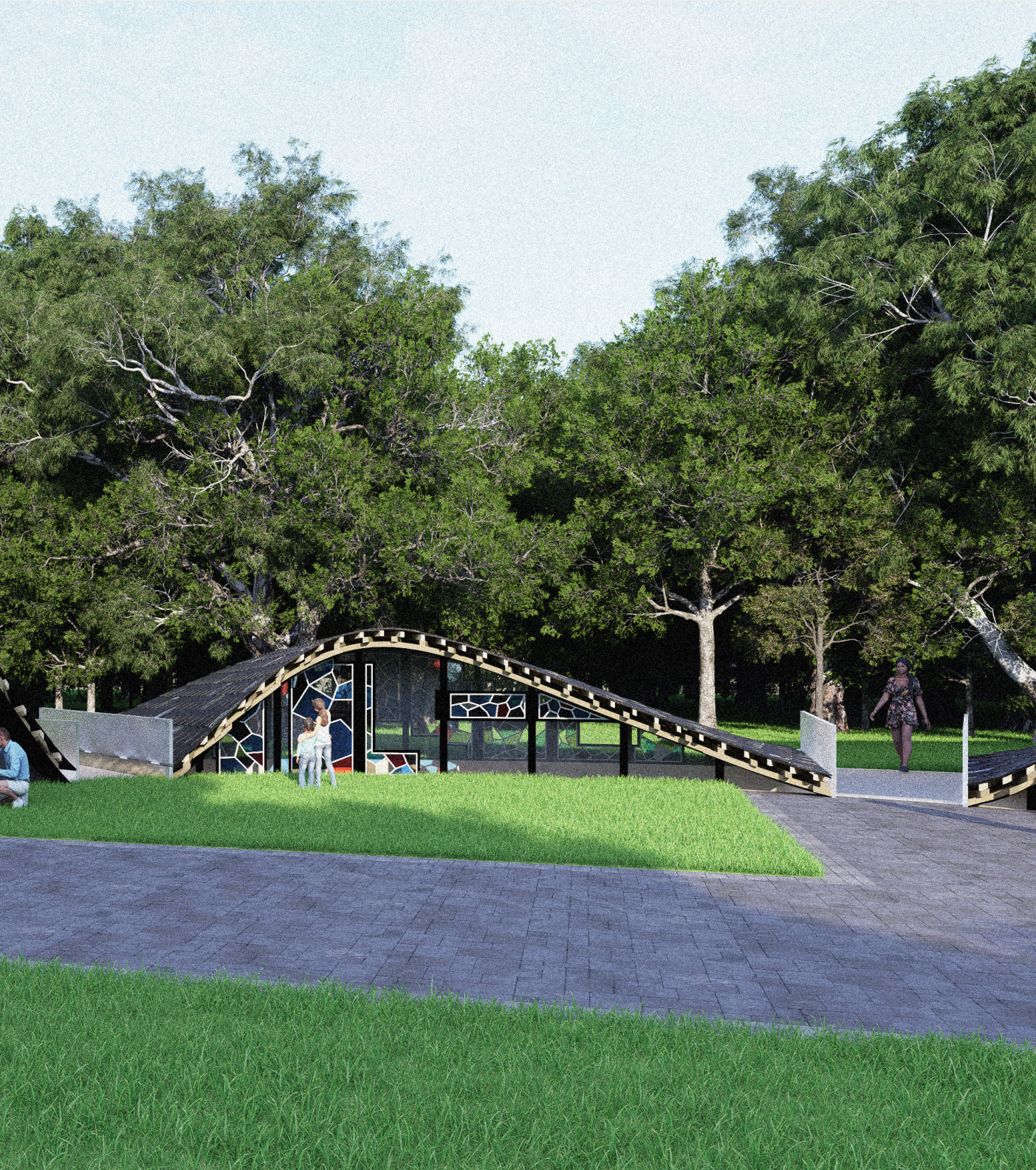
Exploded Structural Axon



Aerial Render | Produced with D5



Exterior Render I Produced with D5



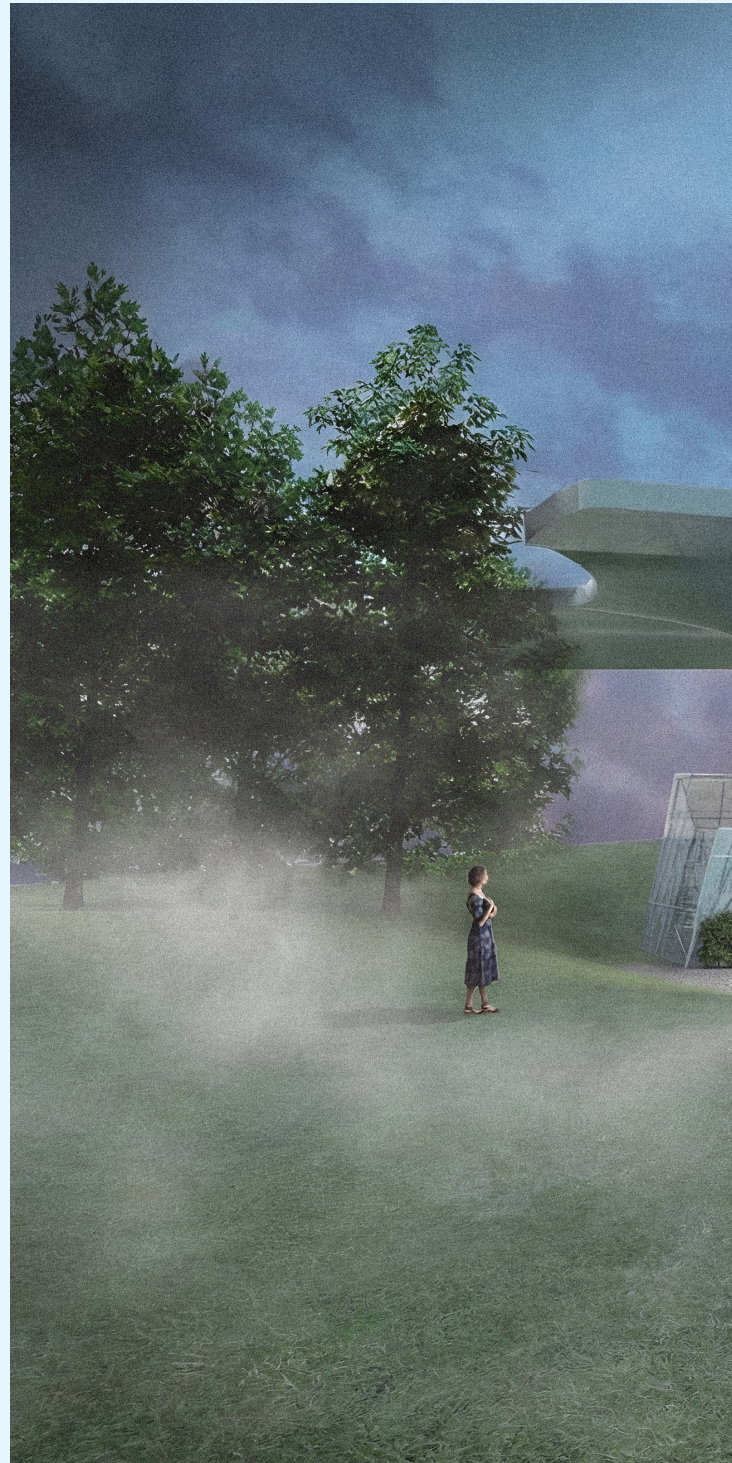
03

MGC PAVILION

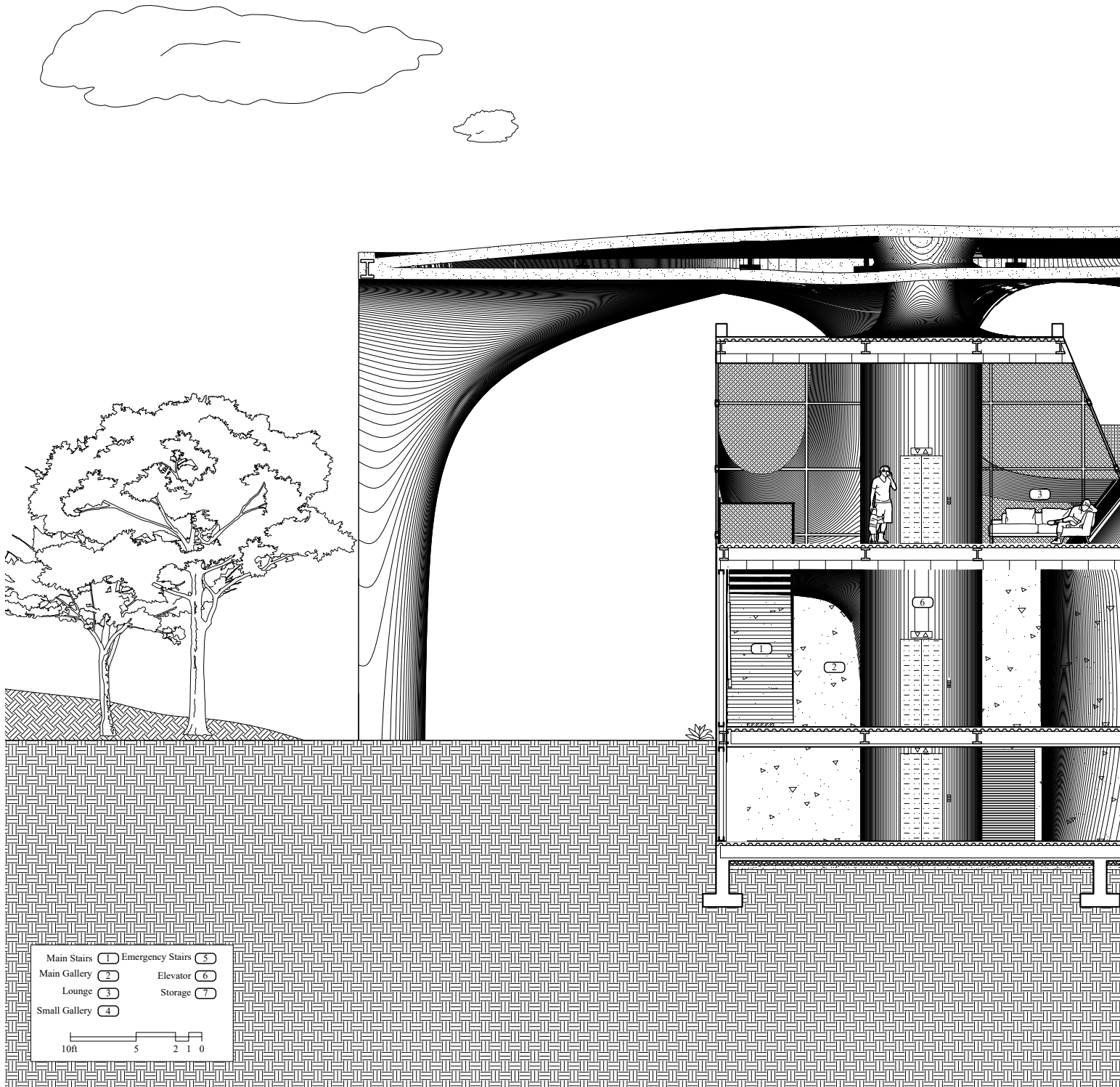
Ghent, NY

Type: Gallery
Critic: Ryosuke Imaeda
Individual Project
Fall 2023, 2nd Year

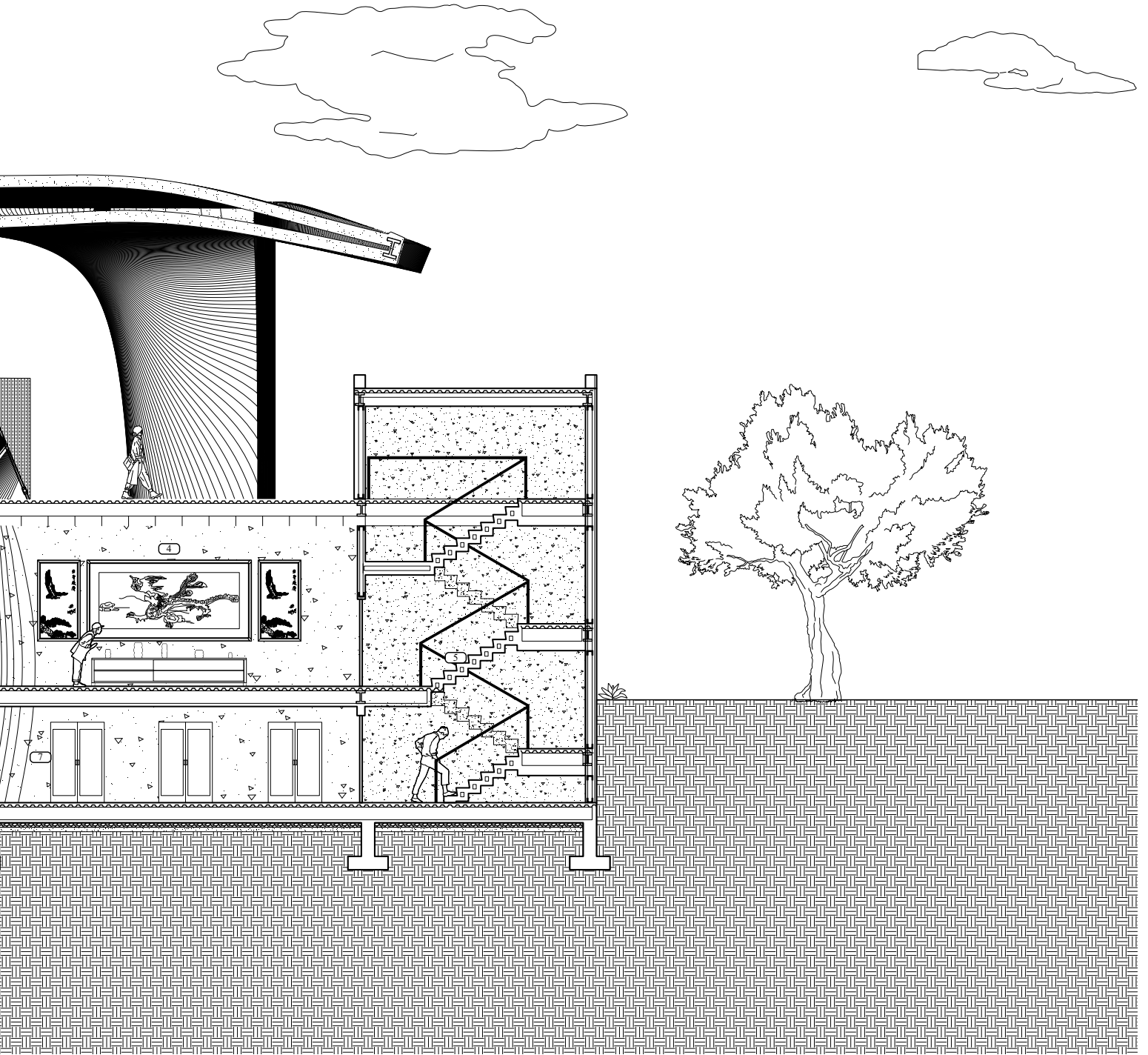
MGC Pavilion focuses on the collaborative unity of three common materials; metal, glass, and concrete. Creating a uniform and continuous experience made up of 4 independent structures. Using different materials the building is able to partition itself without the use of walls, but by distinction of materials. At the entrance you are surrounded with a transparency allowing your eyes to wander from inside out. As you travel towards the artwork you enter into an enclosed concrete space separated from reality with no distractions from the outside world. Upstairs you re-enter reality as you lead yourself into a glass lounge room where you become entranced by the surrounding landscape view from a 360 perspective.

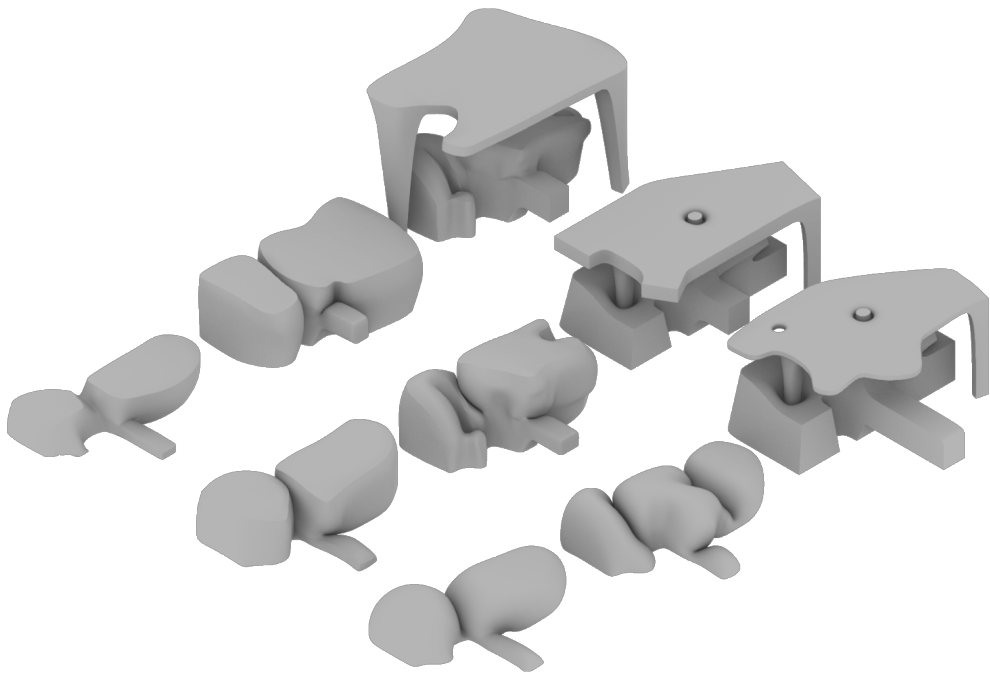
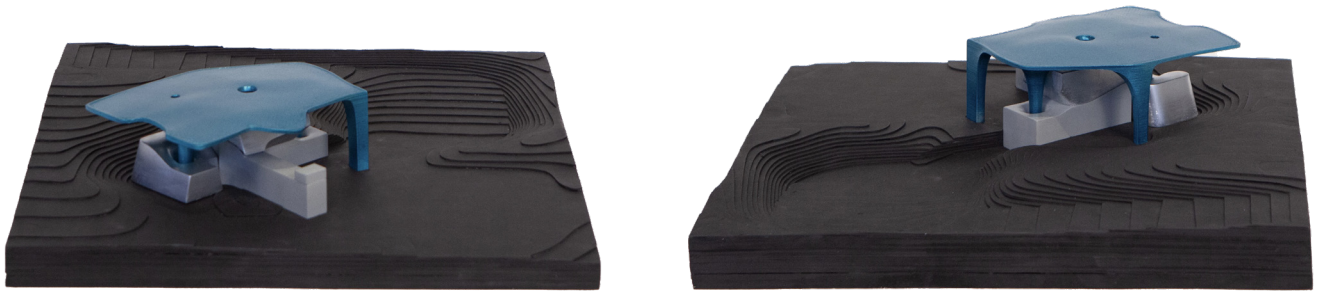




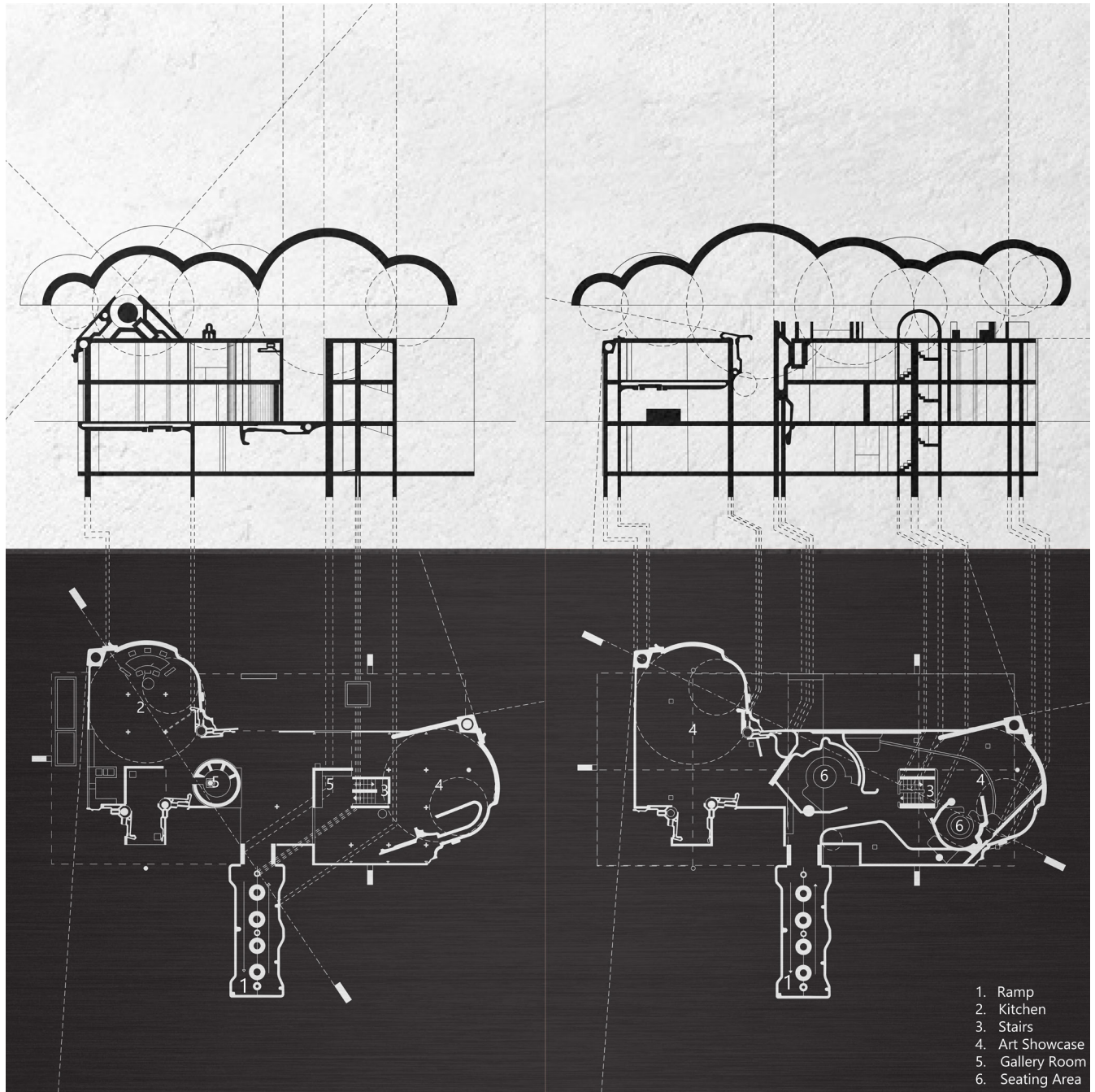


Section

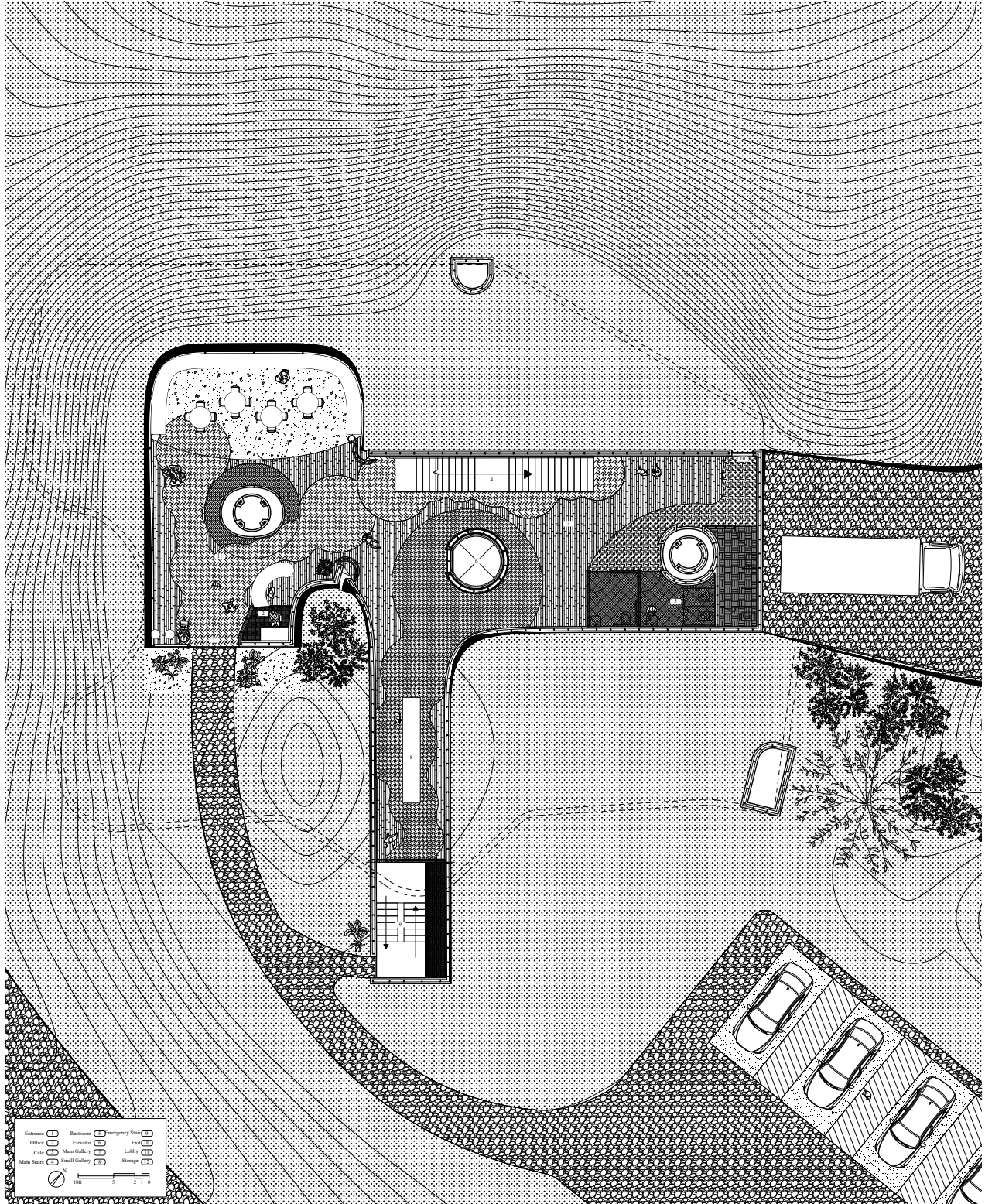




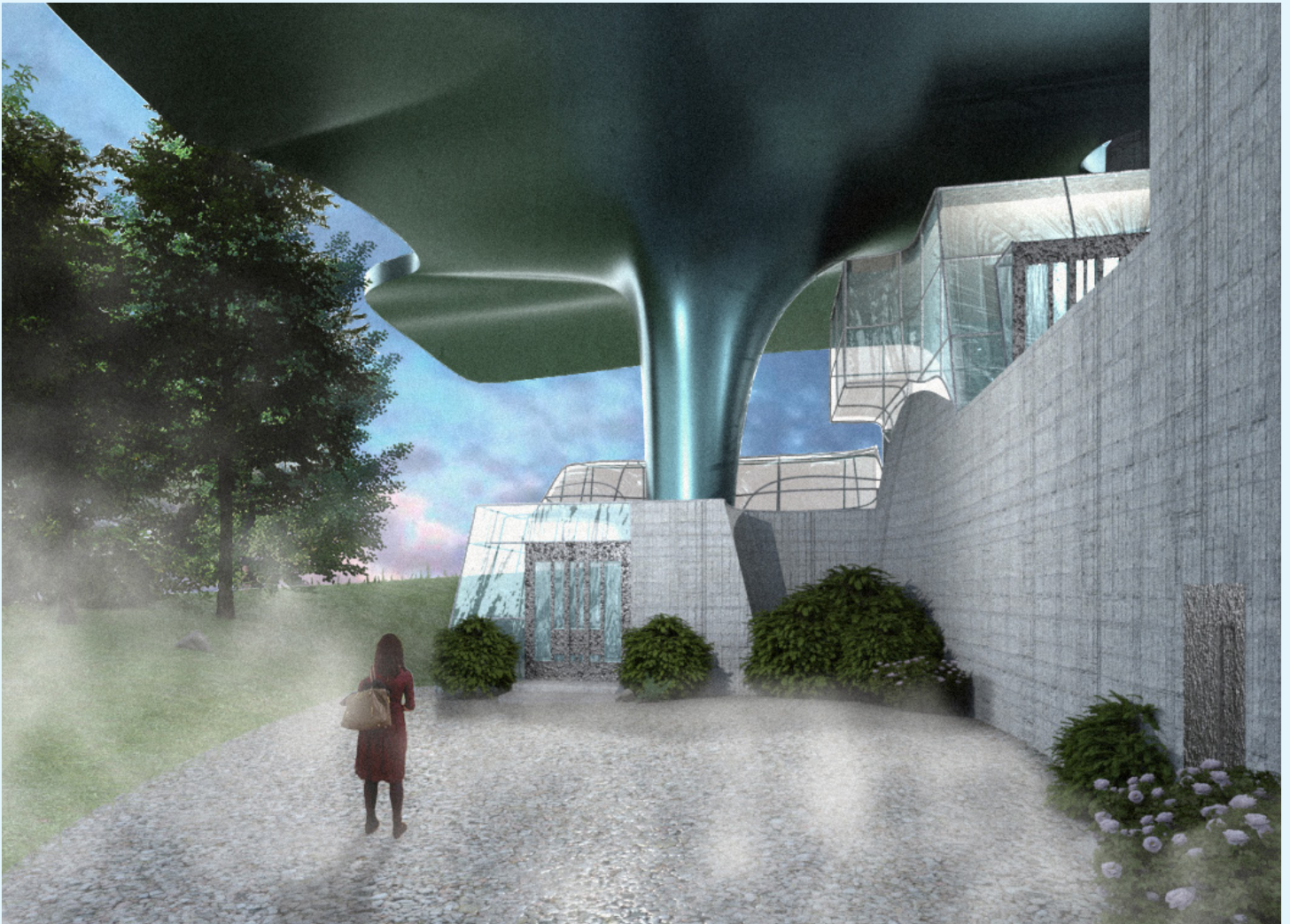
Physical Chunk Model | Massing Model | Scale: 1/16" = 1'-0" | Volume Iterations



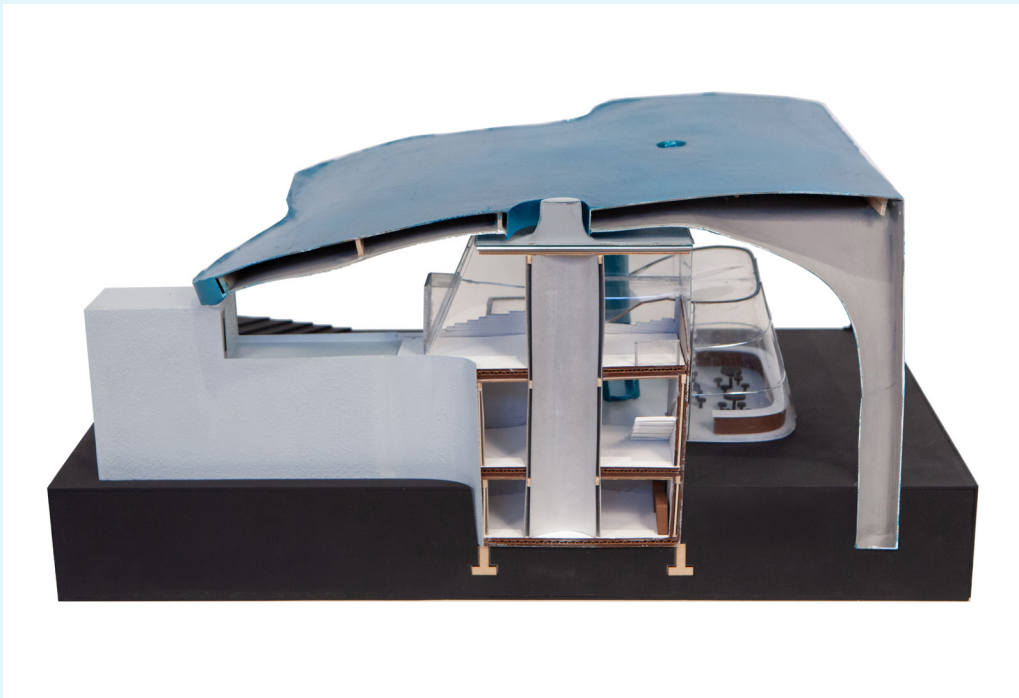
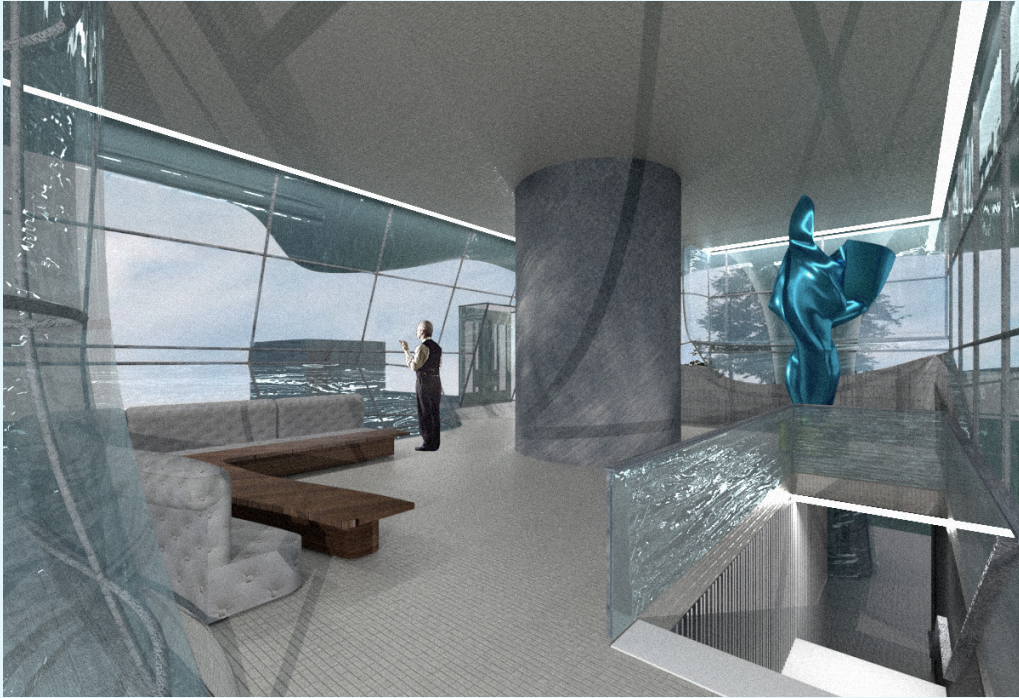
Initial Generative Drawing



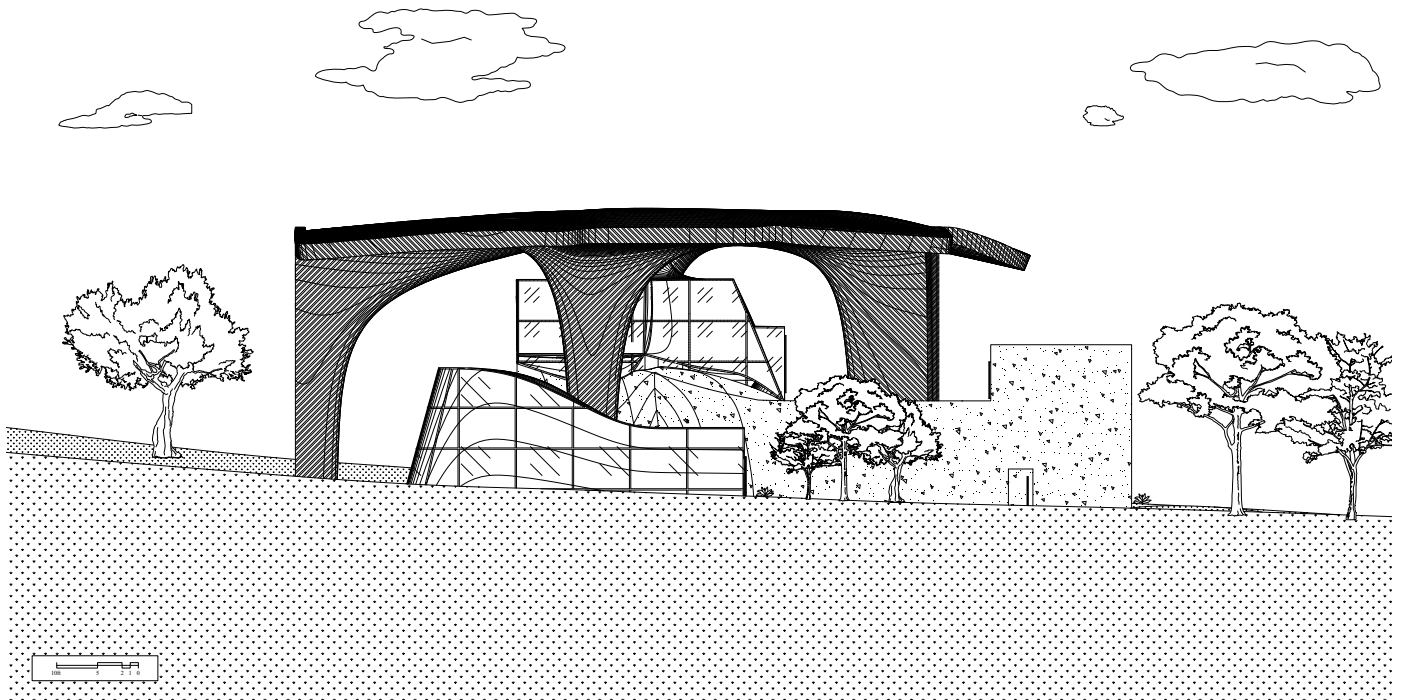
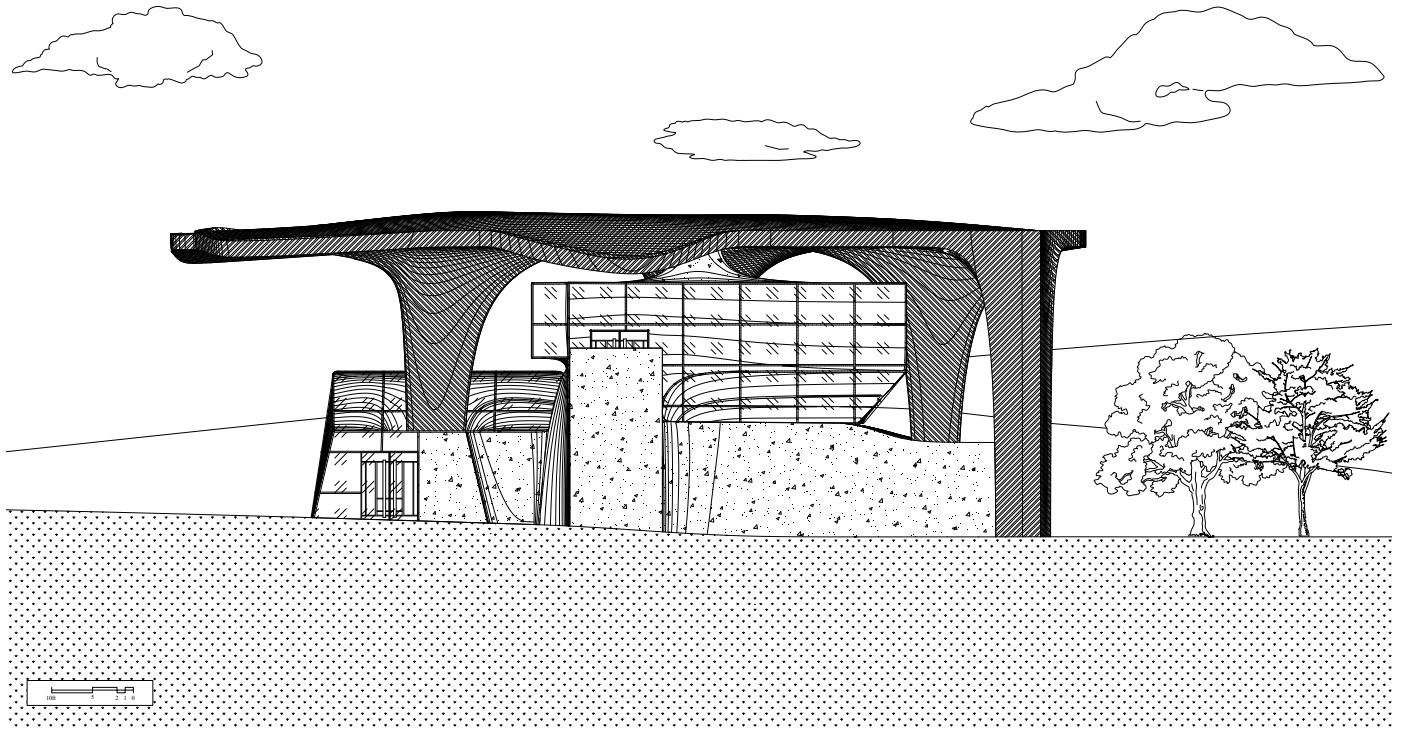
First Floor Plan



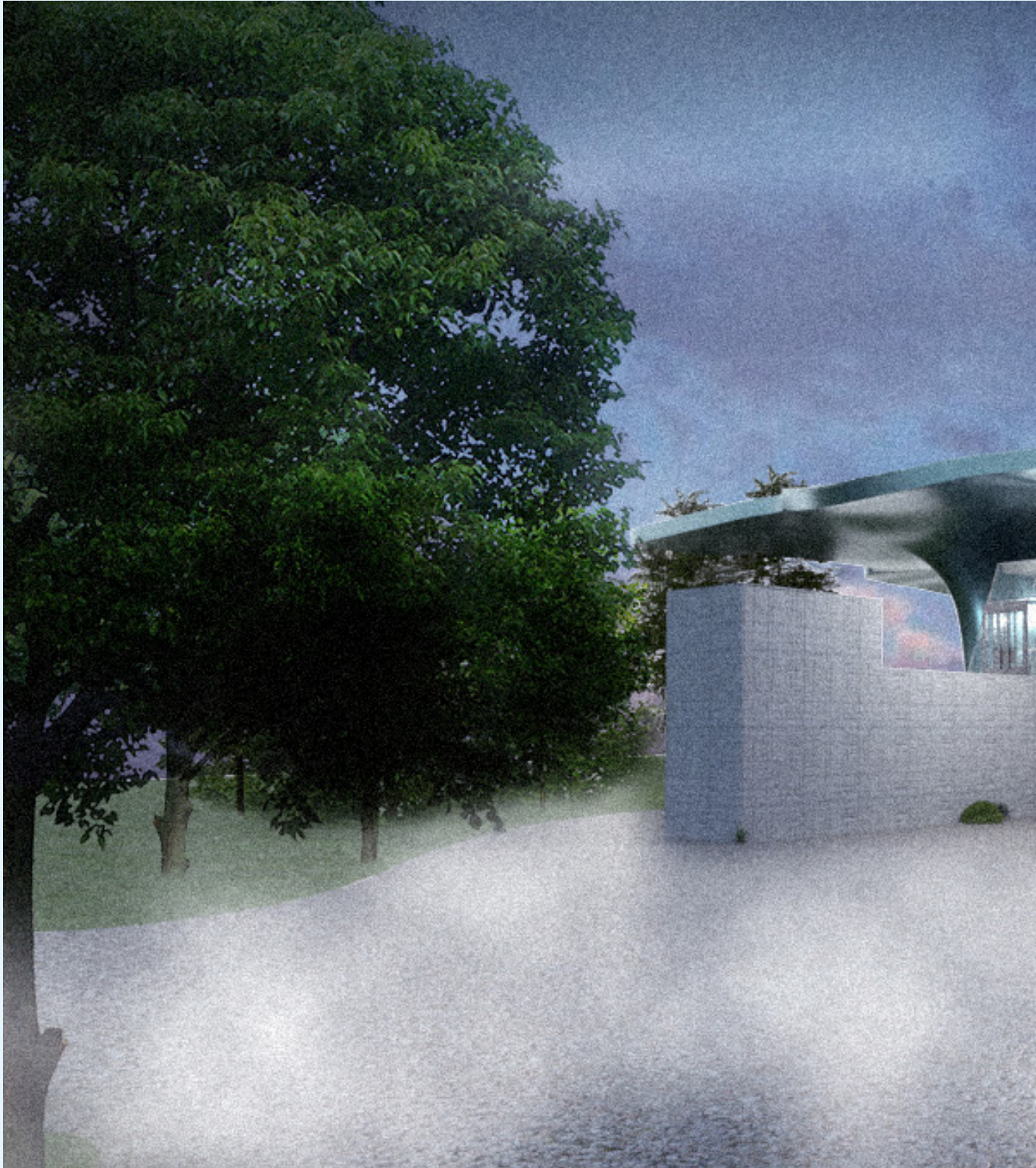
Entrance Rendering | Produced with V-Ray



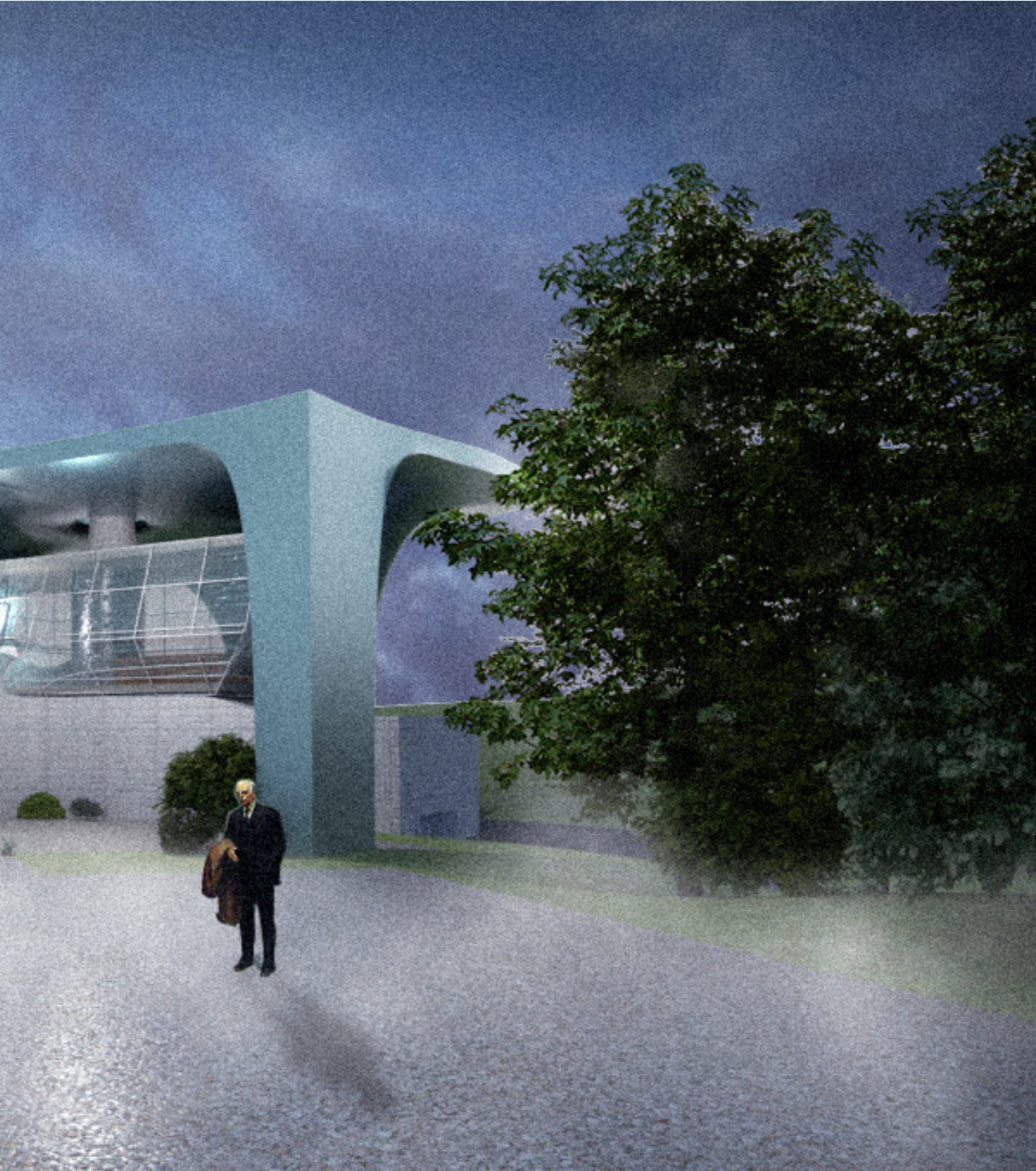
Interior Rendering | Produced with V-Ray | Physical Chunk Model | Tectonic Model | Scale: 1/2" = 1'-0"



Elevations



Exterior Render I Produced with V-Ray

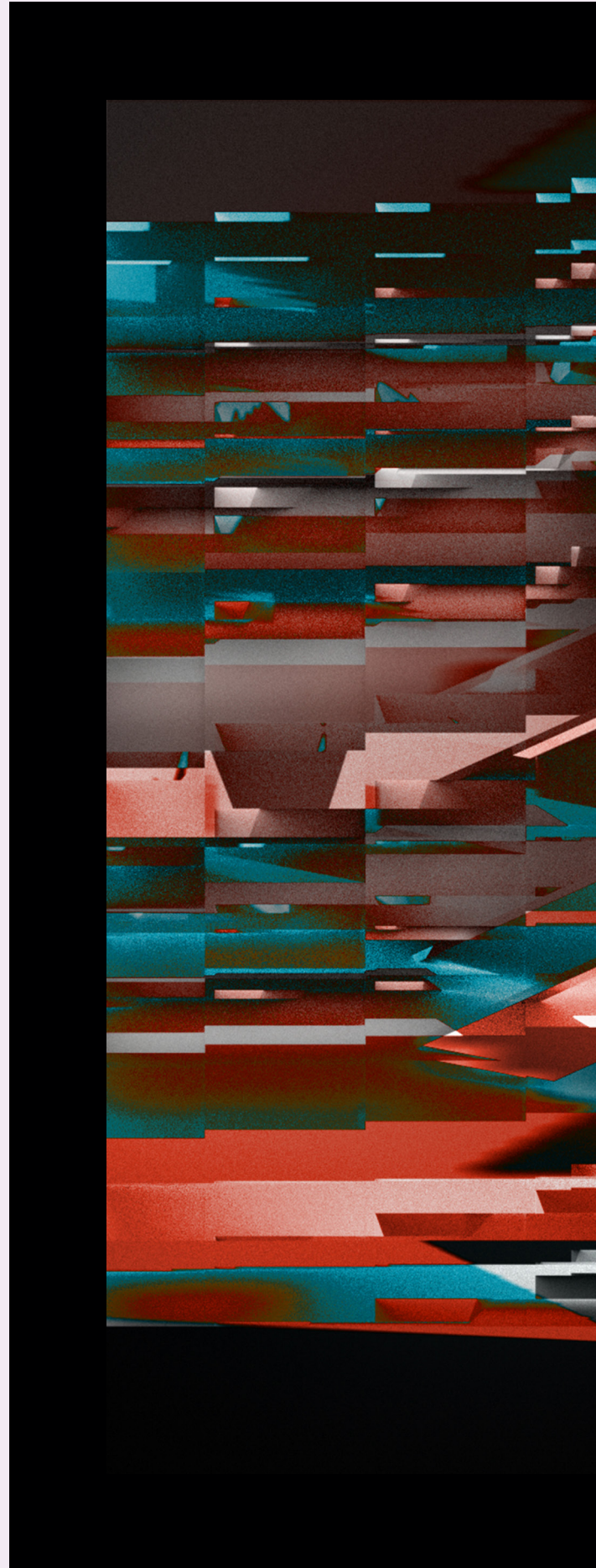


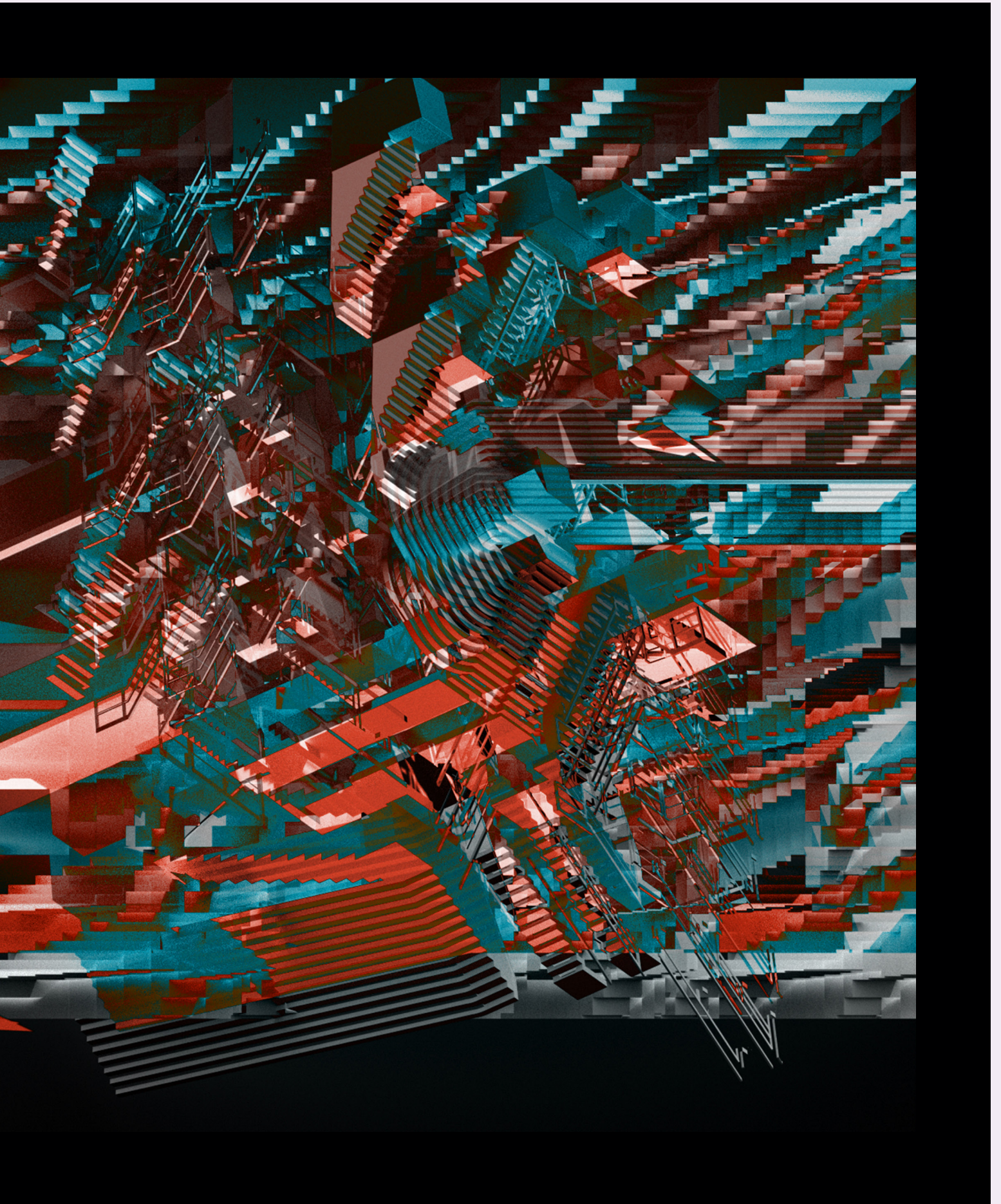
04

TECHNICAL STUDIES

Type: Digital Work
Critic: Adam Dayem, Caleb White, Kyle Troyer,
Matthew Lopez
Individual Project
2023-2024

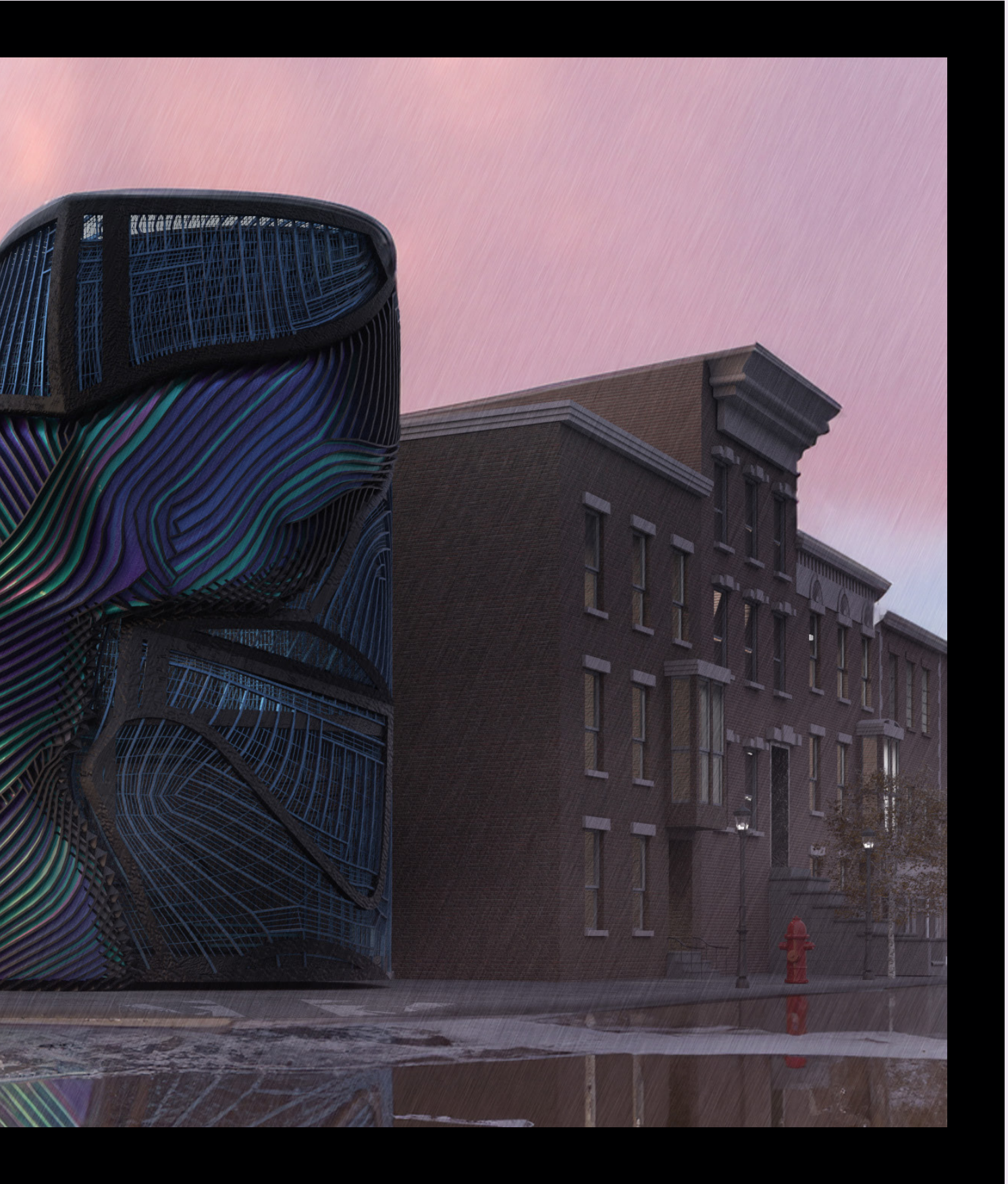
A curated collection of computational design studies developed between Fall 2022 and Spring 2024 within the Digital Constructs curriculum. Leveraging advanced software including Grasshopper, V-Ray, and Revit, these works explore the spectrum of digital representation ranging from algorithmic object transformations to dimensionless abstractions.



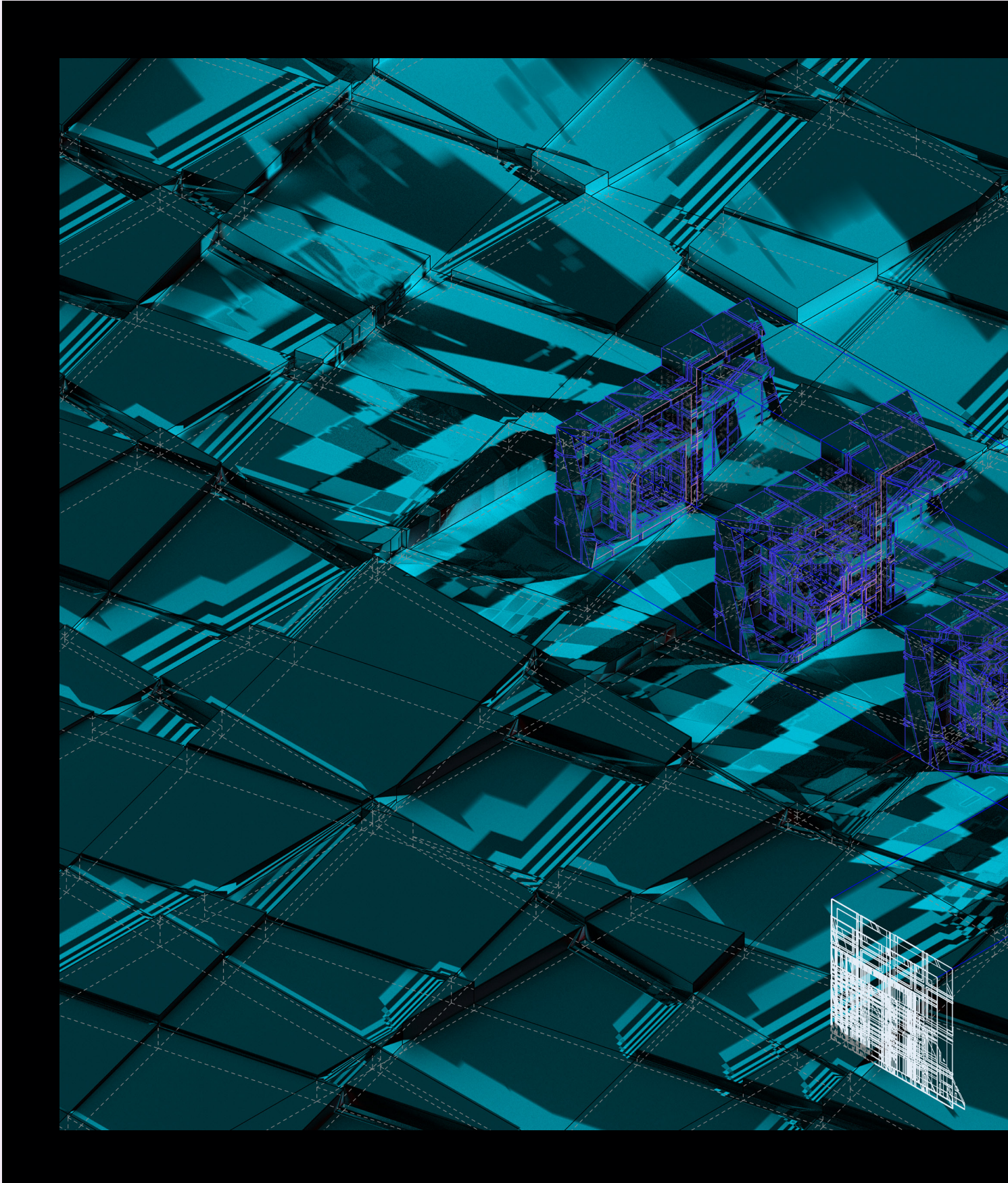




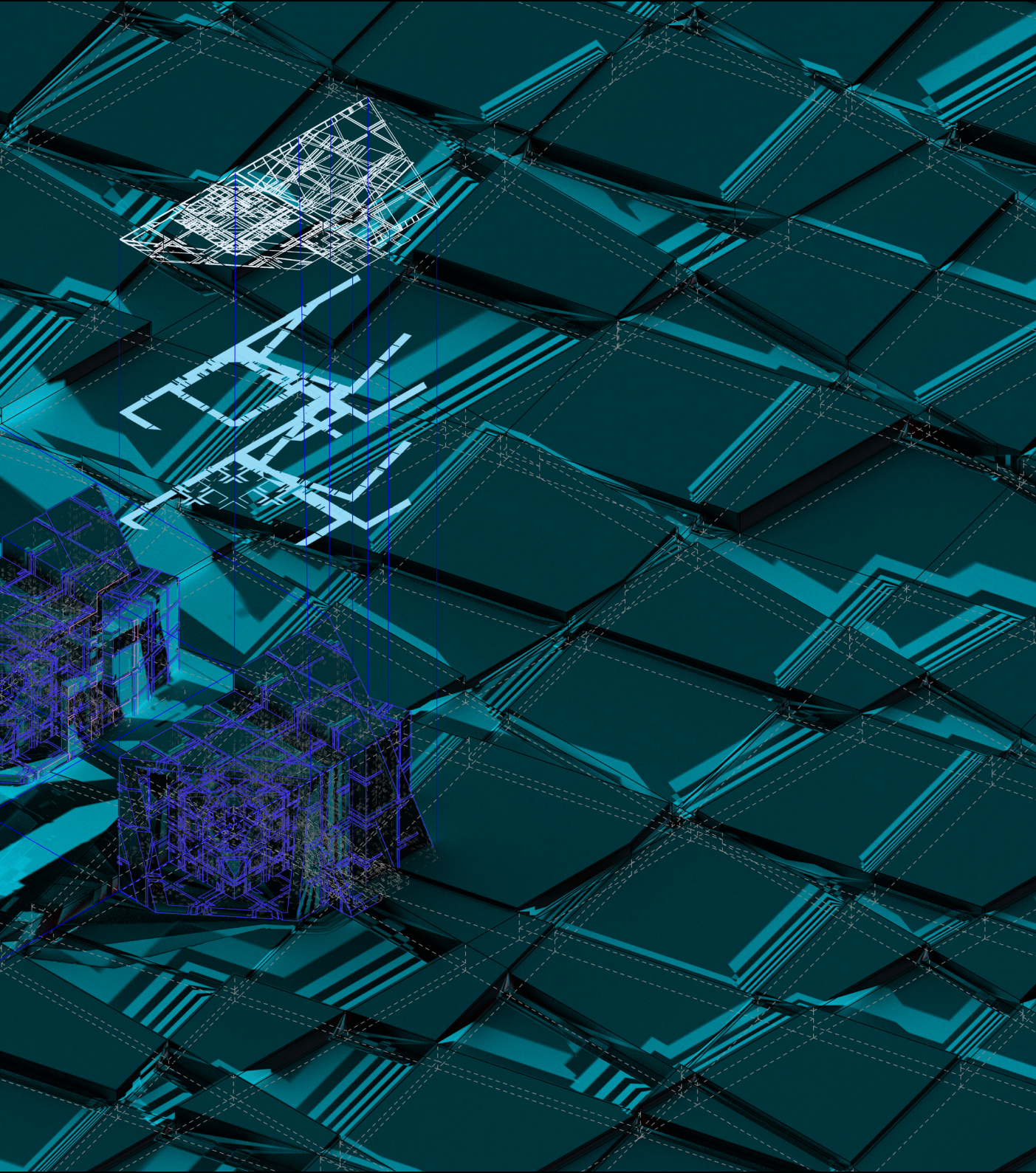
The Nested Peacock I Produced with V-Ray

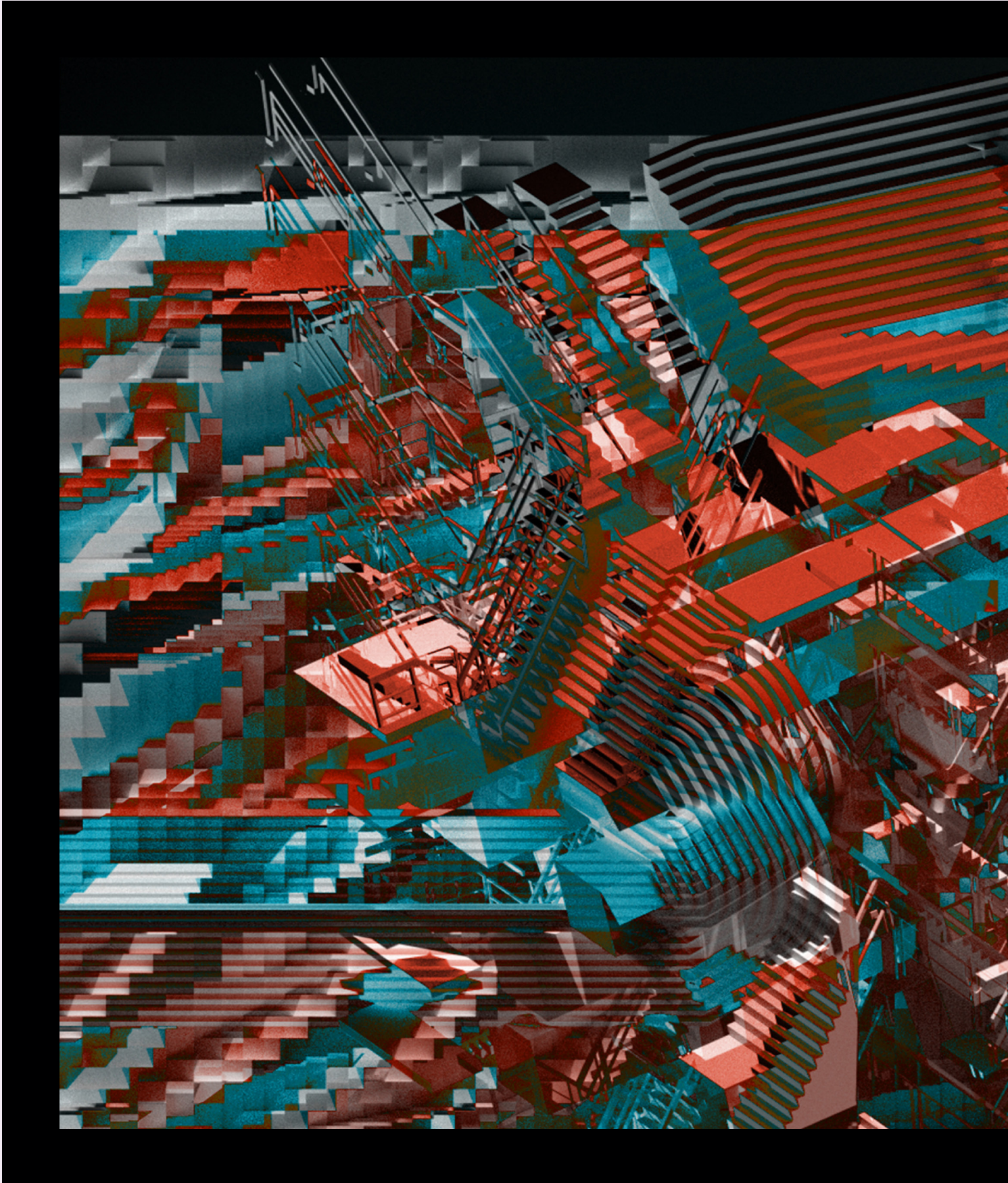


Environmental Render

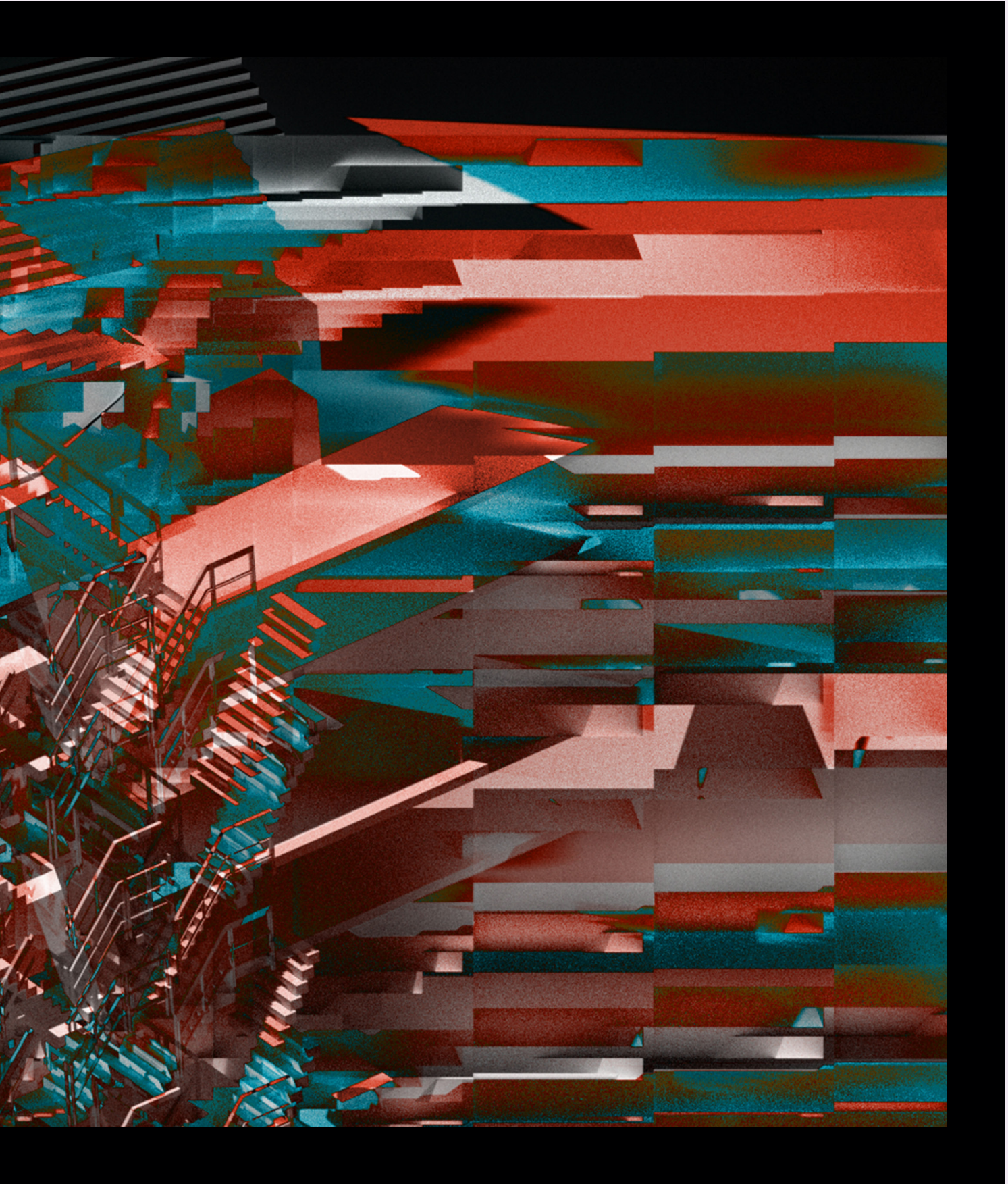


Nested Box Transformation I Produced with Grasshopper and V-Ray





Breuer Staircase Analytiques I Produced with Grasshopper and V-Ray



Spatial Render

05

TWO BUT MANY LEVELS

Troy, NY

Type: Multi-Family Residential Building

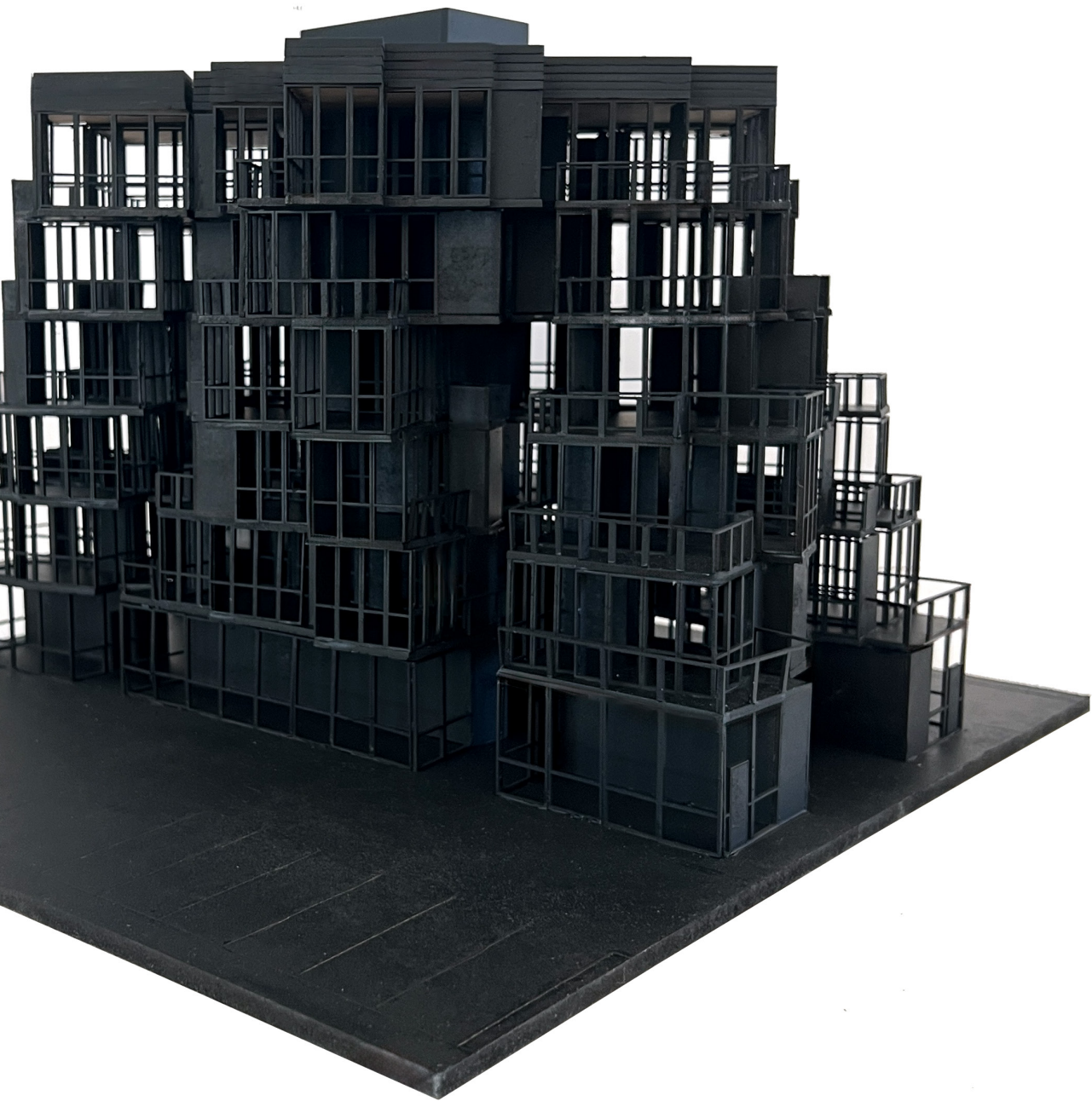
Critic: Ciro Najle

Partner: Nicole Hanson

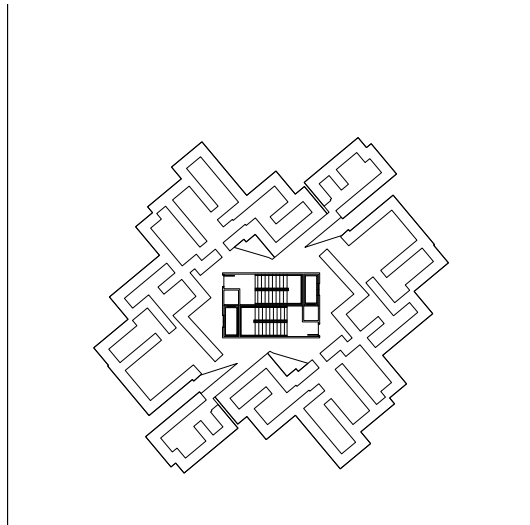
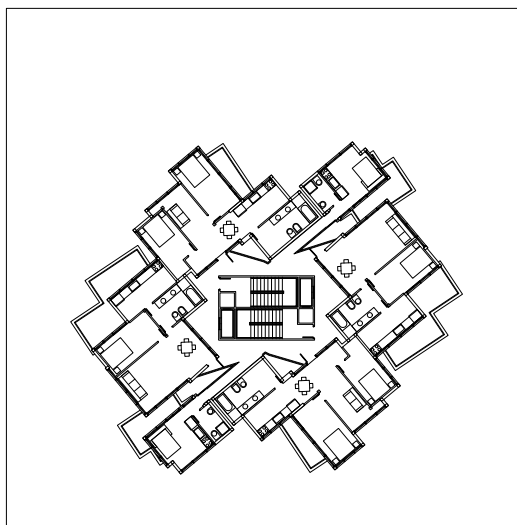
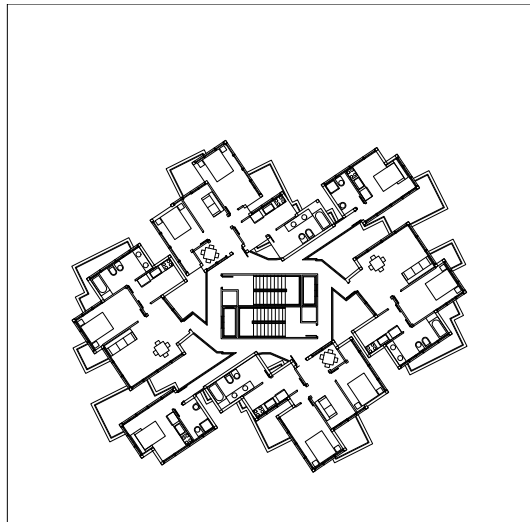
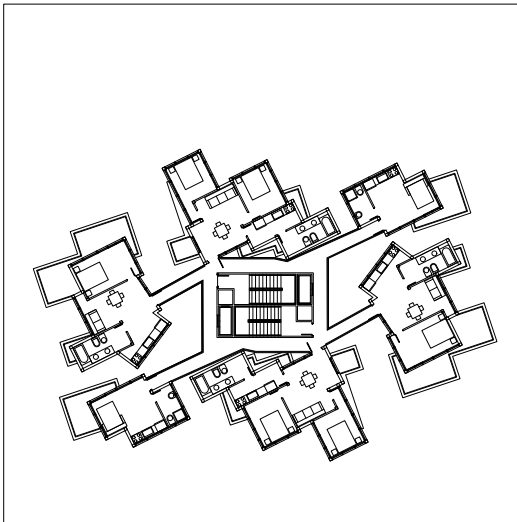
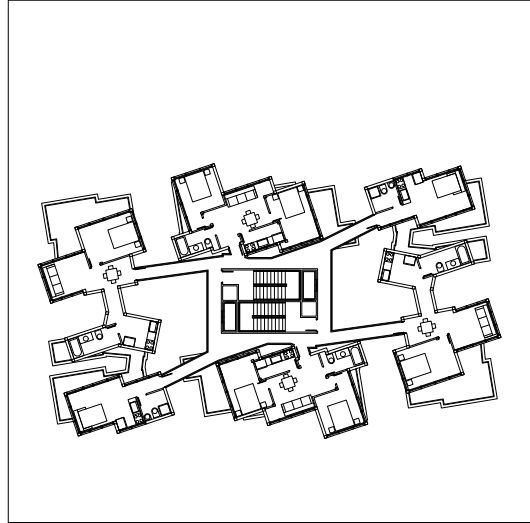
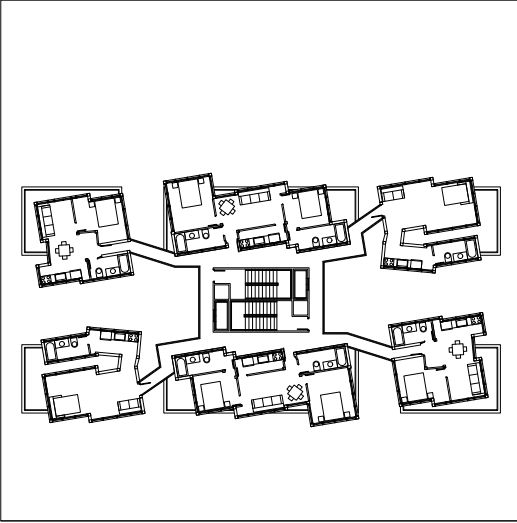
Spring 2024, 2nd Year

Situated in Downtown Troy, New York, Two But Many Levels is a residential complex inspired by the structural logic of Herzog & de Meuron's 40 Bond and Ricardo Bofill's La Muralla Roja. While both precedents rely on a centralized core, this project synthesizes their strategies to create a new spatial equilibrium. The design features a vertical gradient of systematic elements that transition fluidly from base to top. The floor plan avoids repetition by pairing unique units on each level—'two of a kind' iterations that evolve as the building rises. The composition ultimately unifies at the center, knit together by a network of connecting bridges.





Two But Many Levels

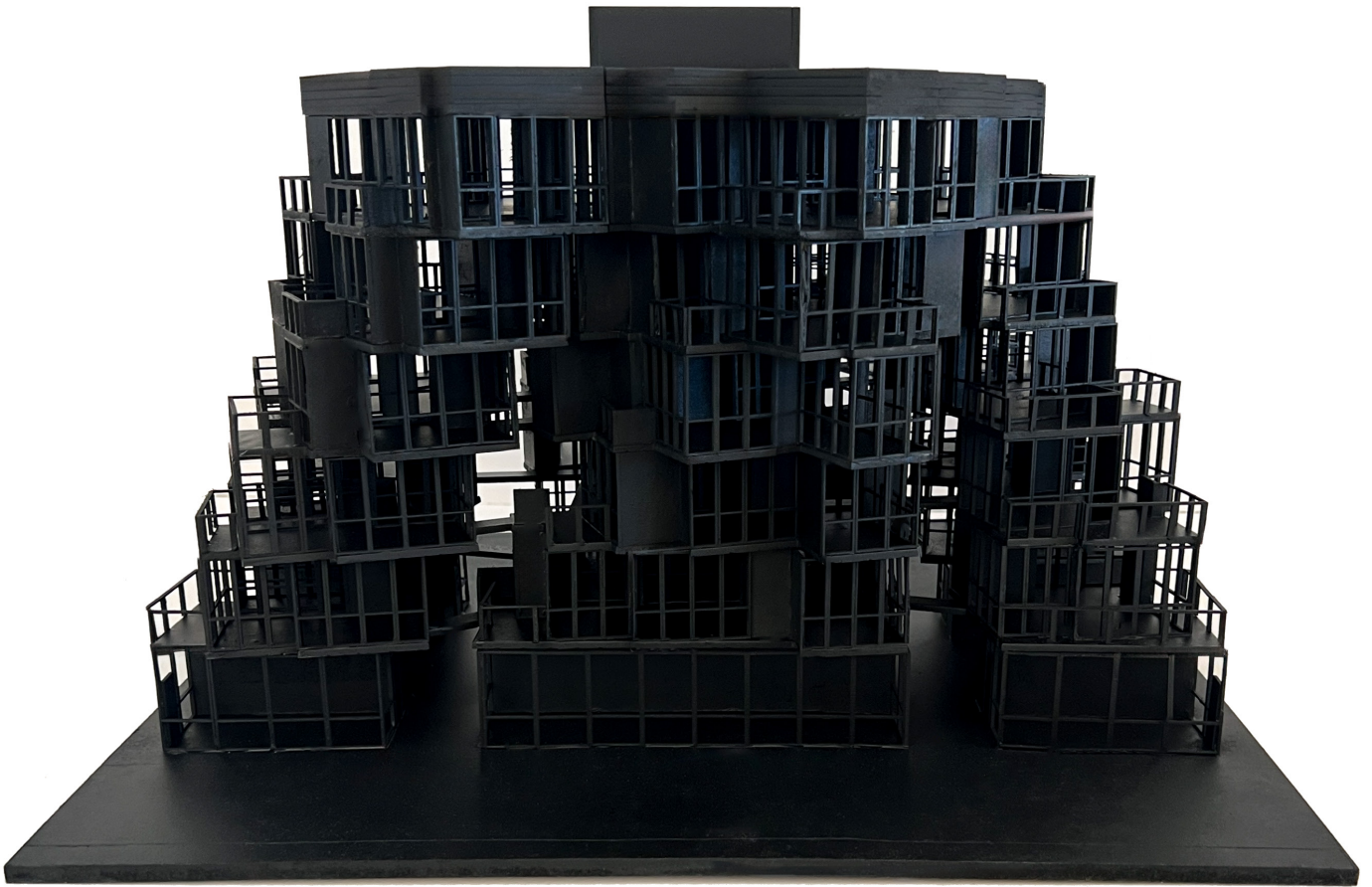


Floor Plans

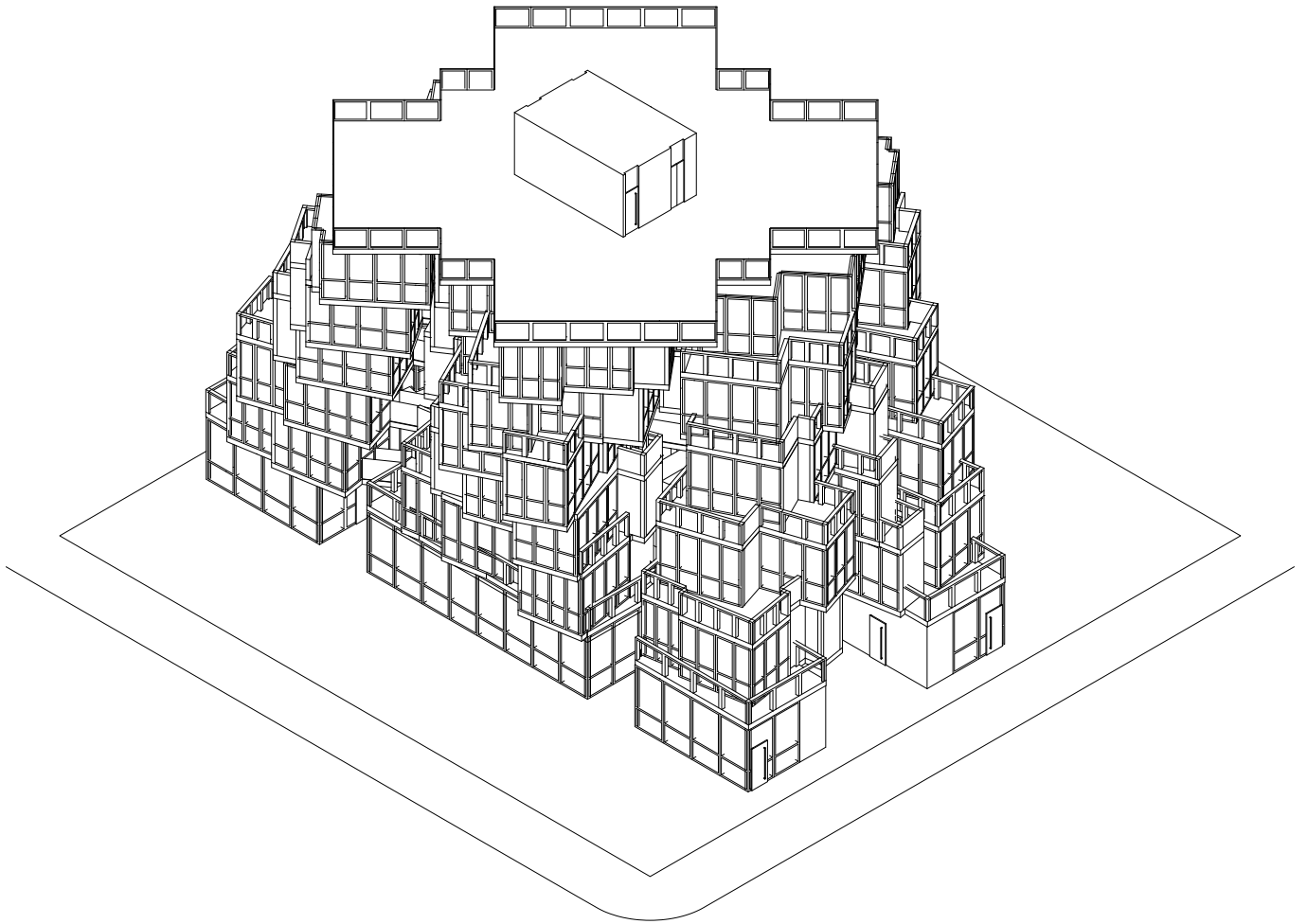


Physical Chunk Model





Two But Many Levels



Isometric



Context Site Plan



Victoria Wu

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