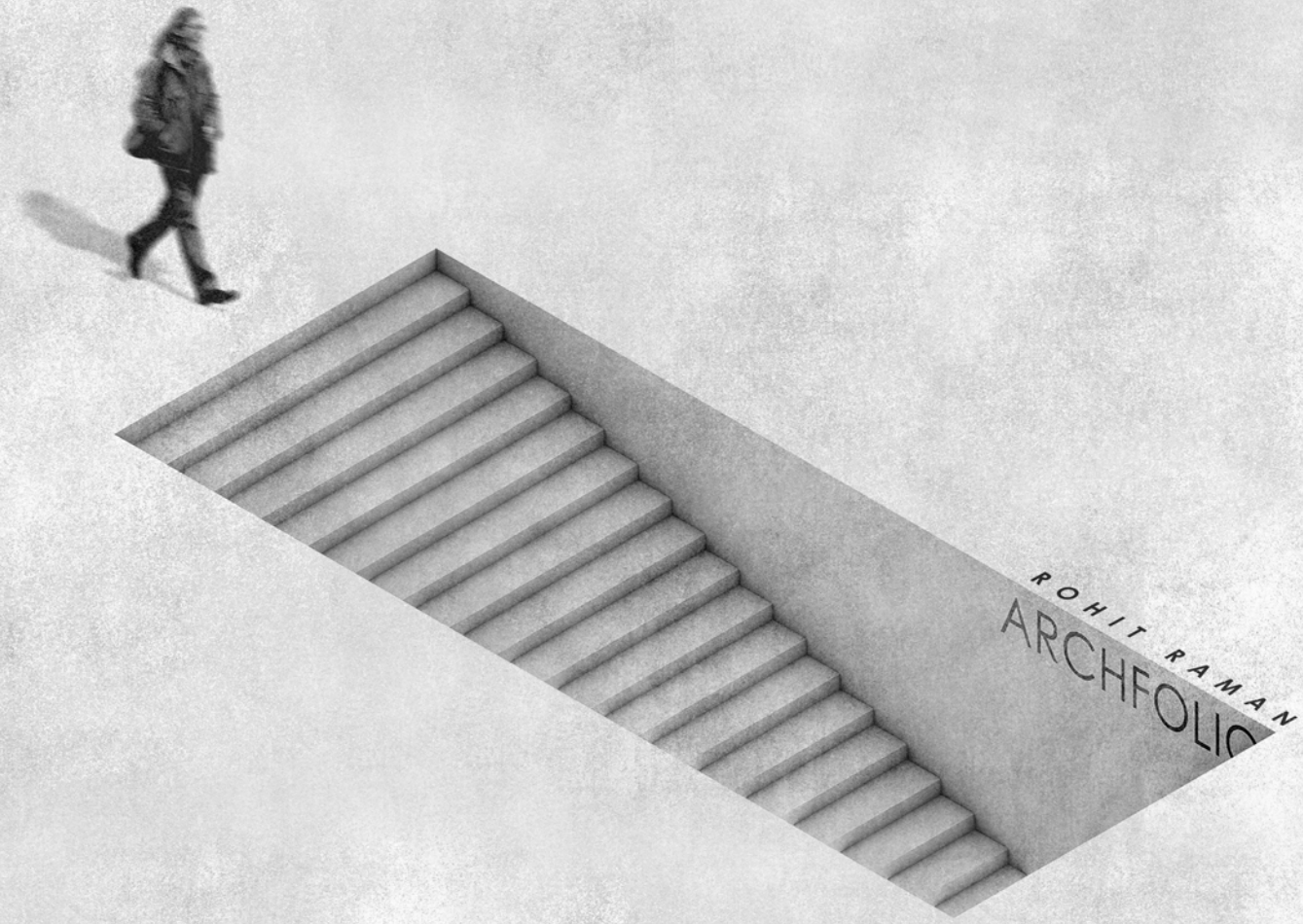

ROHIT RAMAN
ARCHFOLIO



ROHIT RAMAN

(+1) 425-900-7726 | rohitraman311@gmail.com | Seattle, WA, US

Hello! I'm passionate about architecture that goes beyond form - it responds, interacts, and evolves. With a diverse design perspective, I strive to create spaces that resonate with their landscapes, fostering unique and immersive experiences.

SKILLS

3D MODELING & DRAFTING	Rhino3D | Revit | Sketchup | Grasshopper | AutoCAD | Hand Drafting/Sketching
RENDERING	Enscape | D5 Render | Lumion | Twinmotion
ADOBE	Photoshop | Illustrator | InDesign | Premier Pro
PHYSICAL MODEL	Laser Cutting | 3D Printing | CNC | Hand Modeling
OTHER	Bluebeam | Climate Studio | Tally | MS Office | Canva
LANGUAGES	English (Fluent) | Tamil (Fluent) | French ab initio

EDUCATION

MASTERS OF ARCHITECTURE (Accelerated Selective 1-Year Program) — 2024 - 2025
Washington State University

BACHELORS OF SCIENCE IN ARCHITECTURE - SUMMA CUM LAUDE — 2020 - 2024
Washington State University

EXPERIENCE

JUNIOR ARCHITECTURAL DESIGNER — 02/2026 - Present
Olson Kundig

ARCHITECTURE INTERN — 05/2025 - 02/2026
Olson Kundig

GRADUATE TEACHING ASSISTANT — 08/2024 - 12/2024 & 01/2025 - 04/2024
WSU - Interior Design & 2025 Capstone Construction Management

SUMMER ARCHITECTURE INTERN (2 SUMMERS) — 05/2023 - 08/2023 & 05/2024 - 08/2024
JPC Architects

ARCHITECTURAL RENDERER AND 3D MODELER - FREELANCE — 11/2022 - 10/2024
Drawing Room Plans, LLC

TECHNICAL ASSISTANT (Taliesin West FLW Travel Course) — 09/2022 - 05/2023
WSU - School of Design and Construction

PULLMAN CITY BUS STOP - DESIGN-BUILD PROJECT — 03/2022
Pullman City

COMPETITIONS & AWARDS

BUILDNER INTERNATIONAL COMPETITION - THE LEGENDARY HIGHWAY 14 TOWER — 2023 - 2024
Honorable Mention - Recognized for sculptural & innovative design

2025 AIA SPOKANE STUDENT DESIGN AWARDS — 2025
1st Place

MASS TIMBER COMPETITION, IDAHO FOREST PRODUCTS — 2023
Honorable Mention - Developed innovative sustainable timber design solutions

WSU CAPSTONE 2024 - VULCAN REAL ESTATE — 2024
2ND Place

ASC (ASSOCIATED SCHOOLS OF CONSTRUCTION) STUDENT COMPETITION — 2024
WSU's Design Build Team - Top 3 for Creative Design

FACULTY RECOGNITION OF EXCELLENCE — 2024
WSU Bachelor's of Architecture (2024)

PRESIDENT'S HONOR ROLL — 2021 - 2024

MERIT SCHOLARSHIP — 2024 - 2025
Allen Family Memorial Scholarship Fund

WSU CRIMSON OPP SCHOLARSHIP — 2024 - 2025

CONTENTS


1
RESONANCE
WHALE WATCHING LOOKOUT
PERSONAL PROJECT
EXPLORATION OF ALON & HYDROPHONE SYSTEMS
01 - 08
2
LIMINAL
1ST PLACE
MASTER-PLAN
ADAPTIVE REUSE
TEAM PROJECT
COMMUNITY SPACES - DOWNTOWN EXTENSION
09 - 20
3
CARVE
UNDERWATER BATHHOUSE
TEAM PROJECT
EXPLORATION OF LIGHT AND CHARCOAL
21 - 28



ANVAS

ONORABLE MENTION

BSERVATION TOWER

AM PROJECT

TERACTIVE AND

PERIENTIAL FOLLY

29 - 38

5



PERSPECTIVE

2ND PLACE

ART GALLERY

TEAM PROJECT

COLLABORATING WITH ARTISTS

39 - 48

6



CONTINUUM

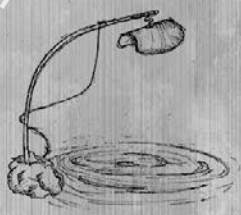
PERFORMANCE & RESEARCH CENTER

PERSONAL PROJECT

DEVELOPING PROTOTYPE & EXPLORING FORM

49 - 58

7



ADDITIONAL

FURNITURE

PAINTING

PHOTOGRAPHY

59 - 64

1 RESONANCE

PERSONAL PROJECT | WHALE WATCHING LOOKOUT | ALON & Hydrophone Systems
Location: Yachats, Oregon, US

Resonance emerges as a harmonious dialogue between architecture and the ocean. **Inspired by the undulating rhythm of waves**, the structure's curved glass facade reflects the fluidity of water, capturing light and movement. Stretching boldly into the sea, it forms a **dynamic viewpoint, inviting visitors to immerse themselves in the vastness of the horizon.** The walkable roof, interactive and sculpted like rolling tides, offers a tactile connection to the environment. Inside, an information space educates visitors about marine life, while **seating flows organically from the ground, mimicking waves** and integrating natural rock formations. The structure is crafted from **concrete for its durability and ability to withstand the harsh marine environment**, grounding the design in strength and permanence. Below the surface, an underwater haven reveals the ocean's symphony through a hydrophone system integrated as a surround system, **amplifying its vibrant, unseen life.**





RESEARCH & IDEATION

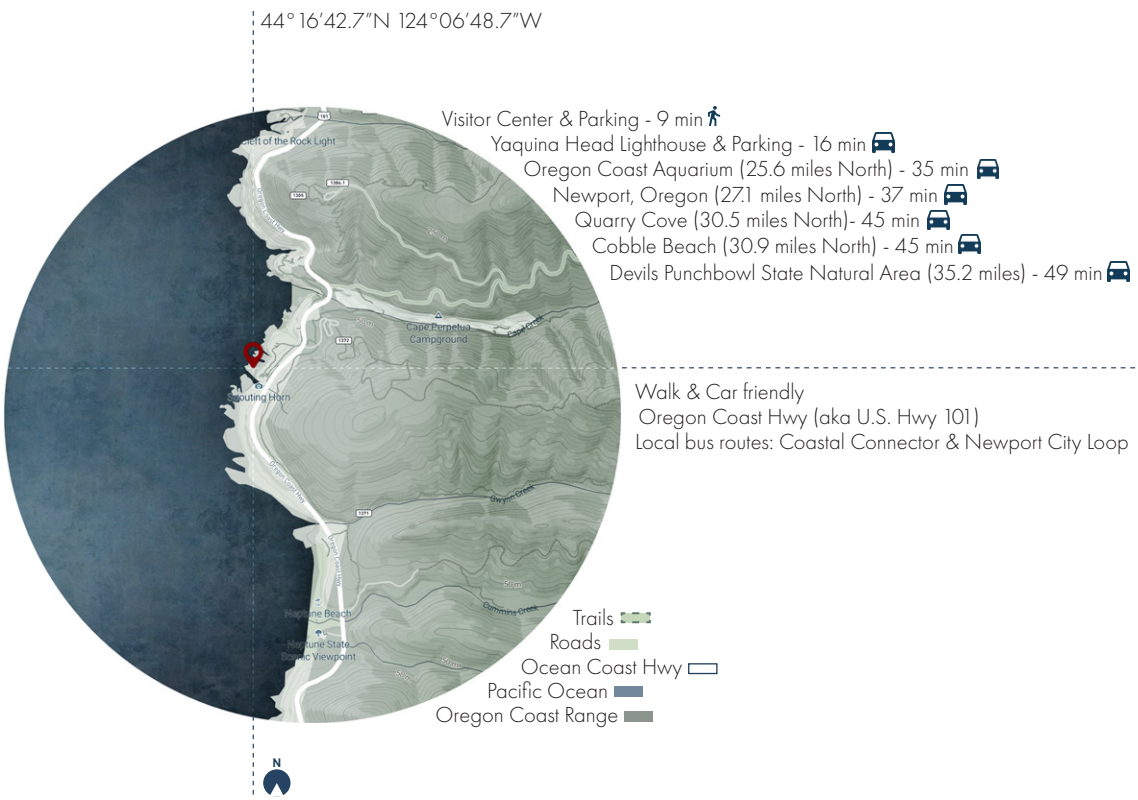
MARINE LIFE

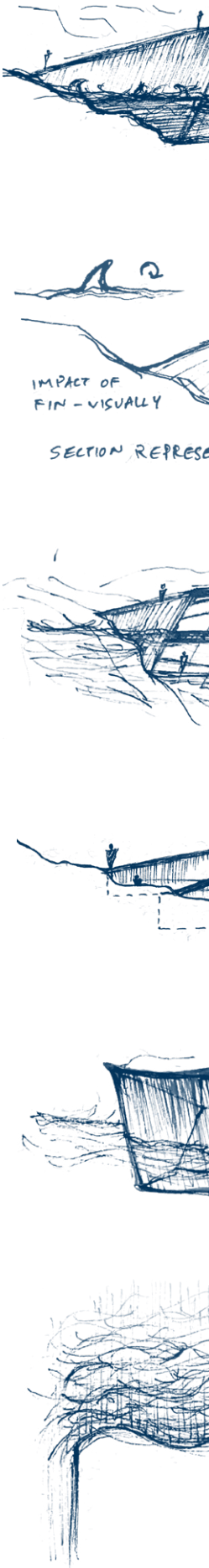


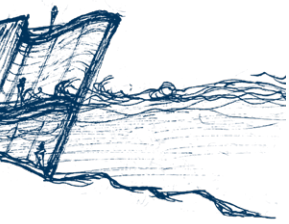
While the site is rich in aquatic life, it is known for observing Orcas from mid-May through mid-September, aligning with peak salmon migrations, salmon migrations, their primary food source.

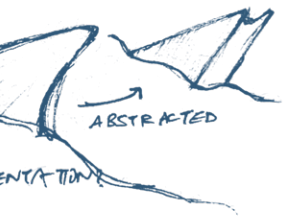
SITE CONTEXT & ACKNOWLEDGMENT

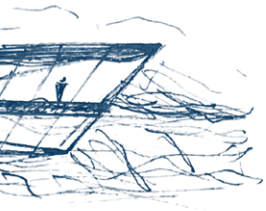
This site is located on the traditional lands of the Confederated Tribes of Siletz Indians, whose stewardship of this land and waters has shaped its cultural and ecological heritage for generations.

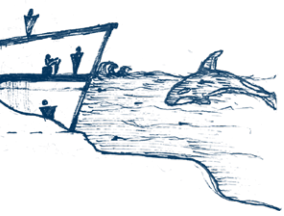


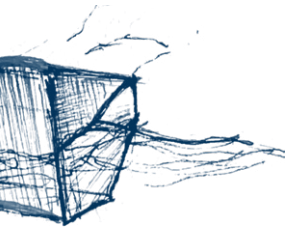


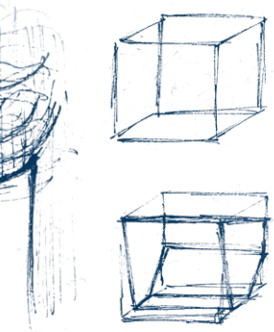



ABSTRACTED







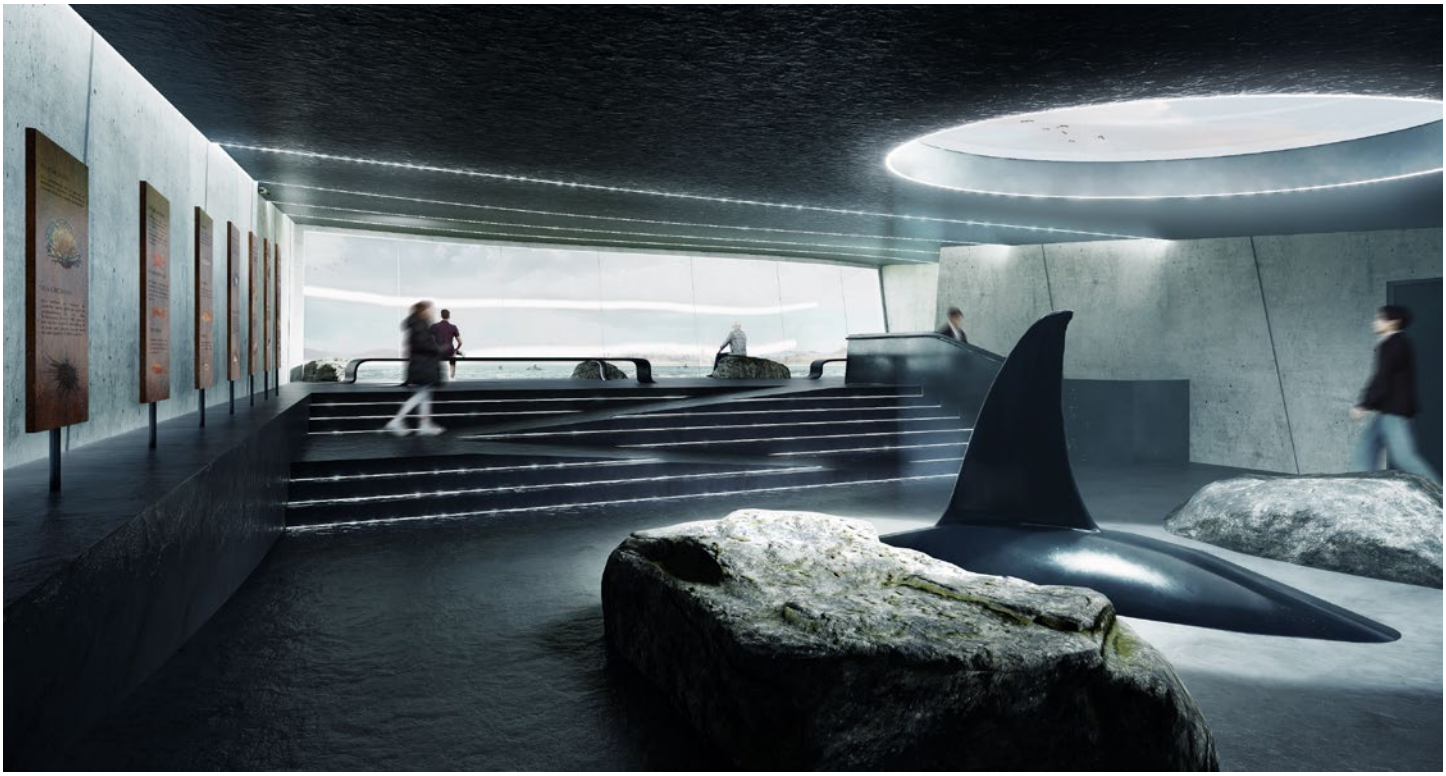






PROGRAMS

Entry & Lounge - 1
Information Space - 2
Stairs - 3
Elevator - 4
Electrical room - 5
Restroom - 6
Storage - 7
Storage & Utilities - 8
Underwater Lounge - 9
Hydrophone system room -10



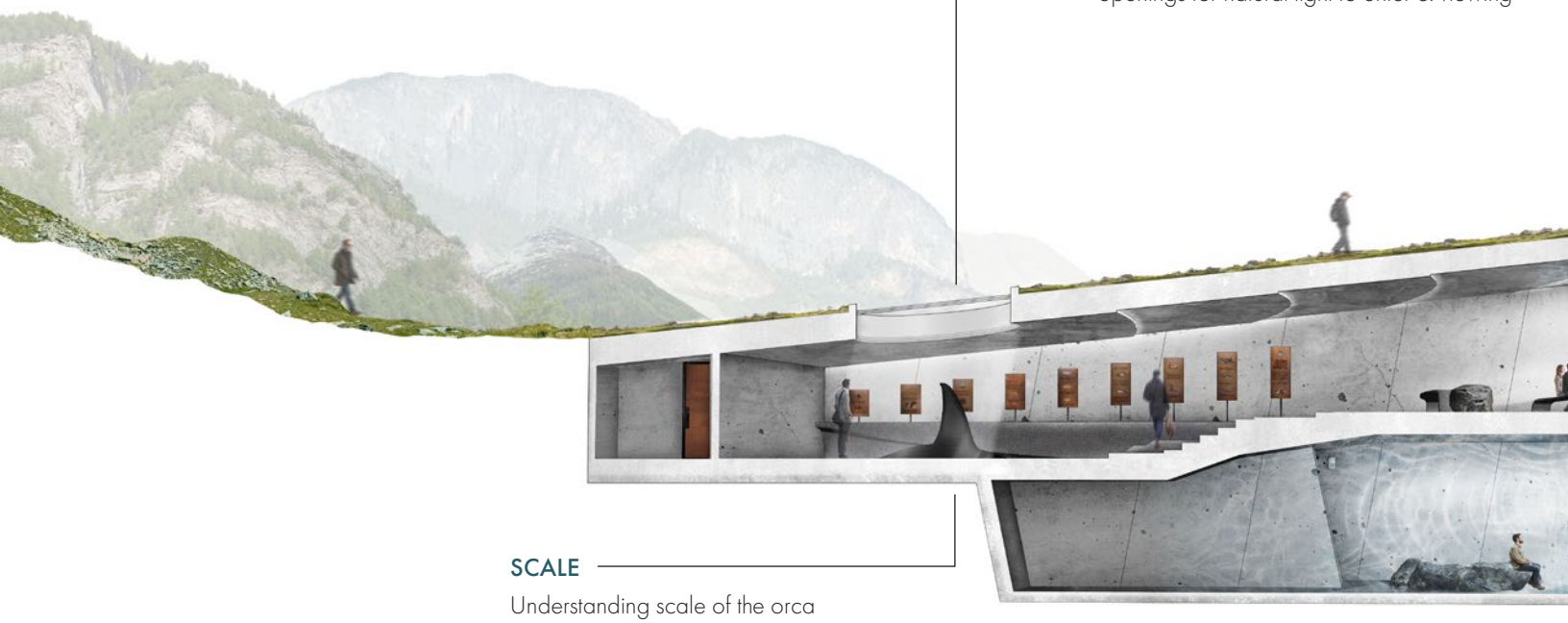


CROSS-SECTION

HYDROPHONE SYSTEM & MATERIALS

INTERACTIVE ROOF & OPENINGS

Design embedded into the landscape with openings for natural light to enter & viewing



SCALE

Understanding scale of the orca

SPEAKERS

Marine life sounds are played as surround sound for an immersive experience

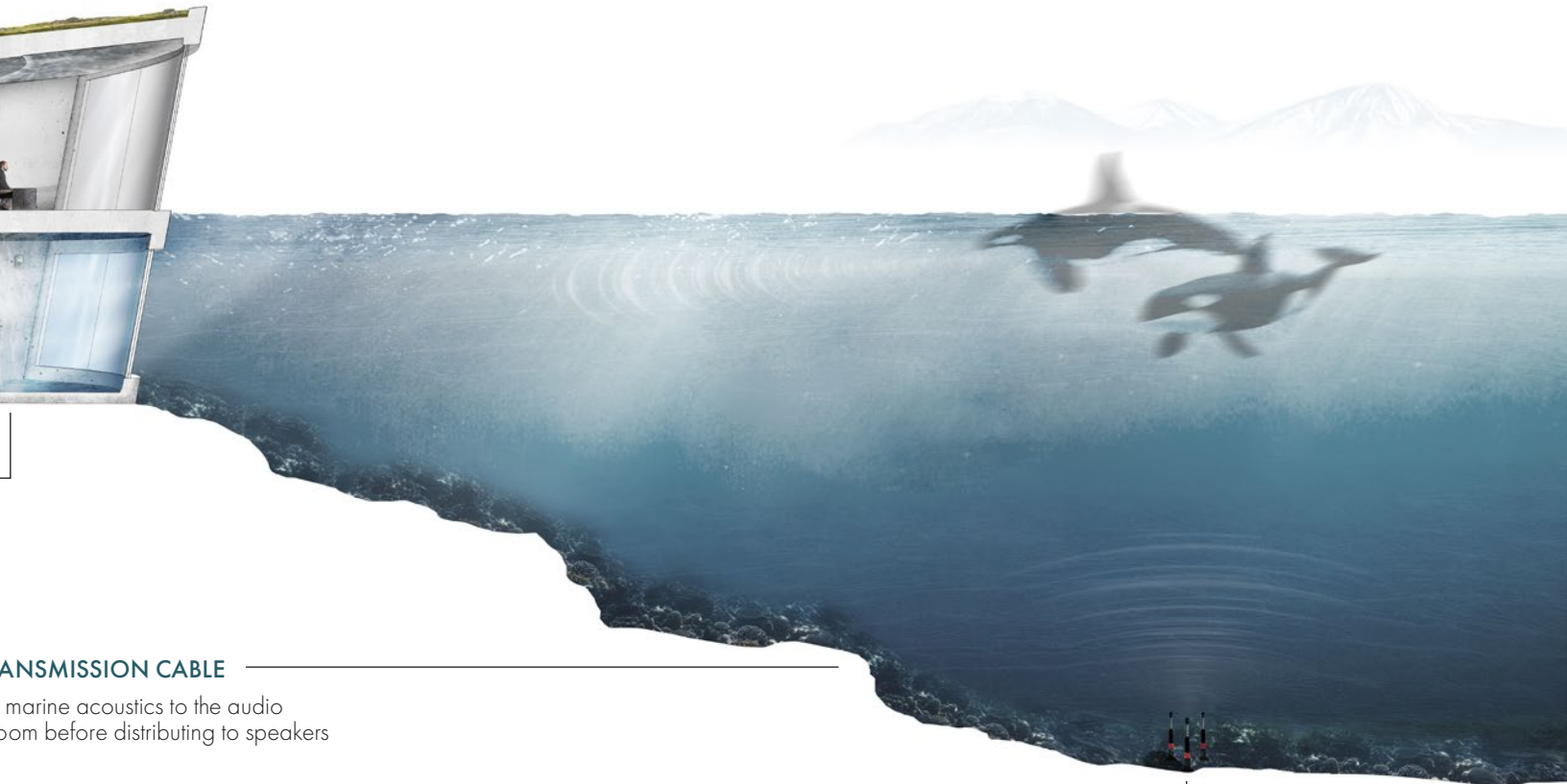
SIGNAL TR

Relaying live
processing r



MATERIAL PALETTE

Glass - ALON (Aluminum Oxynitride)
Ceiling - Reinforced Shotcrete
Flooring & Seating - Textured Polished Concrete
Exterior - Marine-Grade Concrete
Exhibit Panels - Corten Steel
Hardware - Polished Black Aluminum



ANSMISSION CABLE

marine acoustics to the audio
oom before distributing to speakers

HYDROPHONE ARRAY

Placed at different locations, placed at varying depths and locations to capture a broader range of marine life sounds.

2 LIMINAL

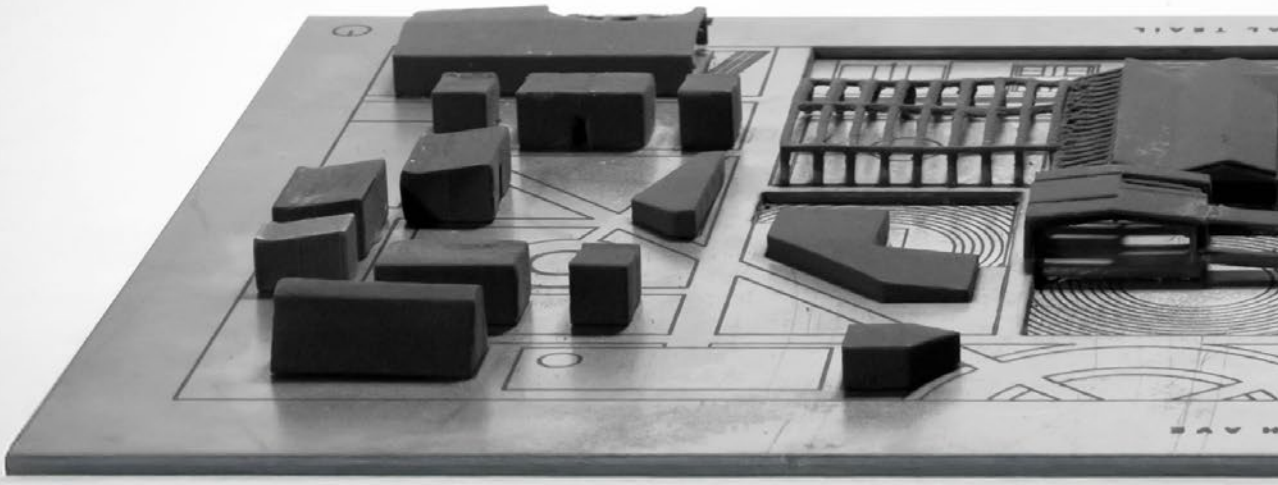
1ST PLACE - 2025 AIA Spokane Student Design Awards | GRAD STUDIO | MASTER-PLAN ADAPTIVE REUSE
Location: Post Falls, Idaho, US | Team Project - Dorothy Greenhalge & Rohit Raman

Post Falls, Idaho is the region's **threshold** to outdoor exploration with a rich history that is inseparable from the nature that surrounds it. Research shows that while there is robust attention paid to the outdoors, the urban areas are severely undeveloped. Our site, 13 acres adjacent to downtown Post Falls, is a prime area to become a **booming community center**. We want to extend the presence of **nature and exploration** on the site, as well as the sense of threshold.

We paid special attention to experiences and groups which may not be accommodated currently in the town. The hope is that our site can be a part in ***transforming Post Falls from a bedroom community to a hub of entertainment and community engagement.***

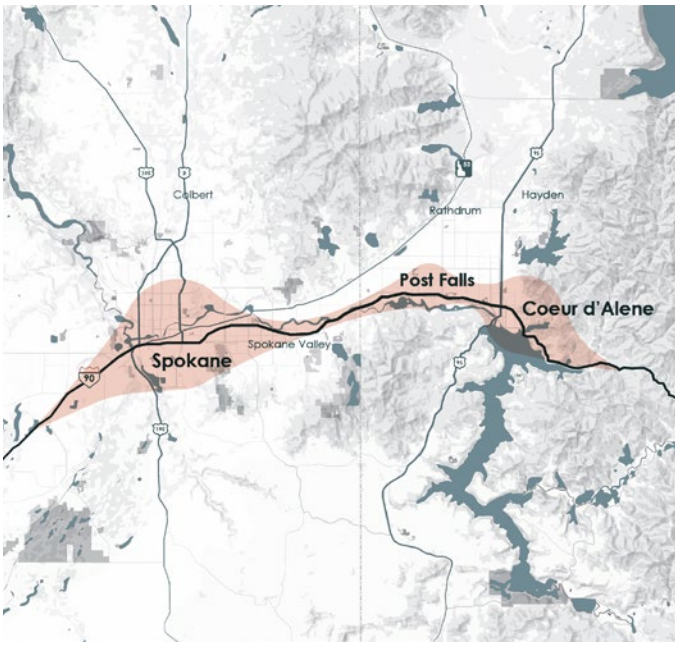
Our intention is to highlight the history and context of the town, while expanding on opportunities for growth. Despite not have aesthetic intentions, our team sees an opportunity to shed light and **give space for the intricate structures to express themselves.**

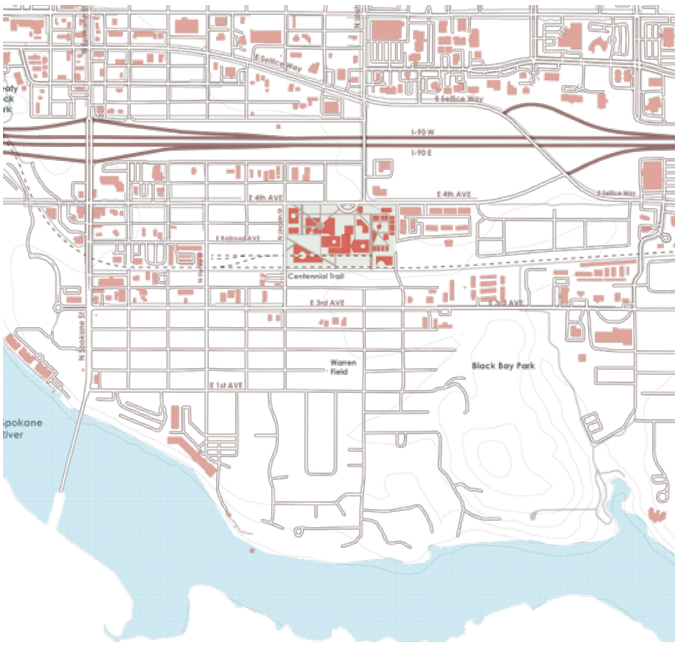
The practical arrangement of the buildings **unveil a datum of thresholds** waiting to be realized on the existing structure and new development. The veneer mill served as an important pillar of the community, a legacy that is essential to carry to the new development. Programs that encourage engagement, such as **entertainment**, **recreation**, and gathering are complimented by a vibrant **co-housing** community which is thoughtfully integrated.

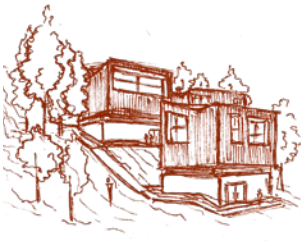


CONTEXT - MACRO & MICRO

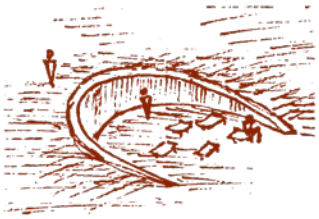
Post falls as a threshold between Spokane & Coeur d'Alene



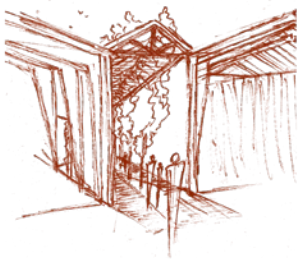


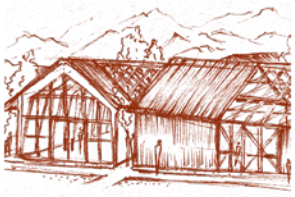


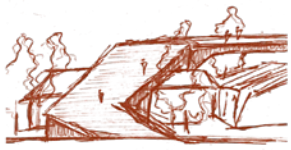


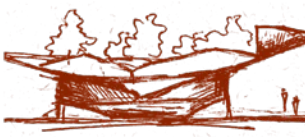


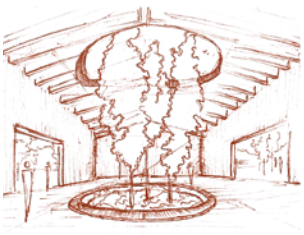




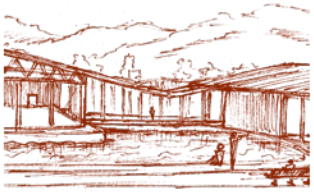


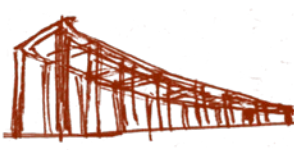




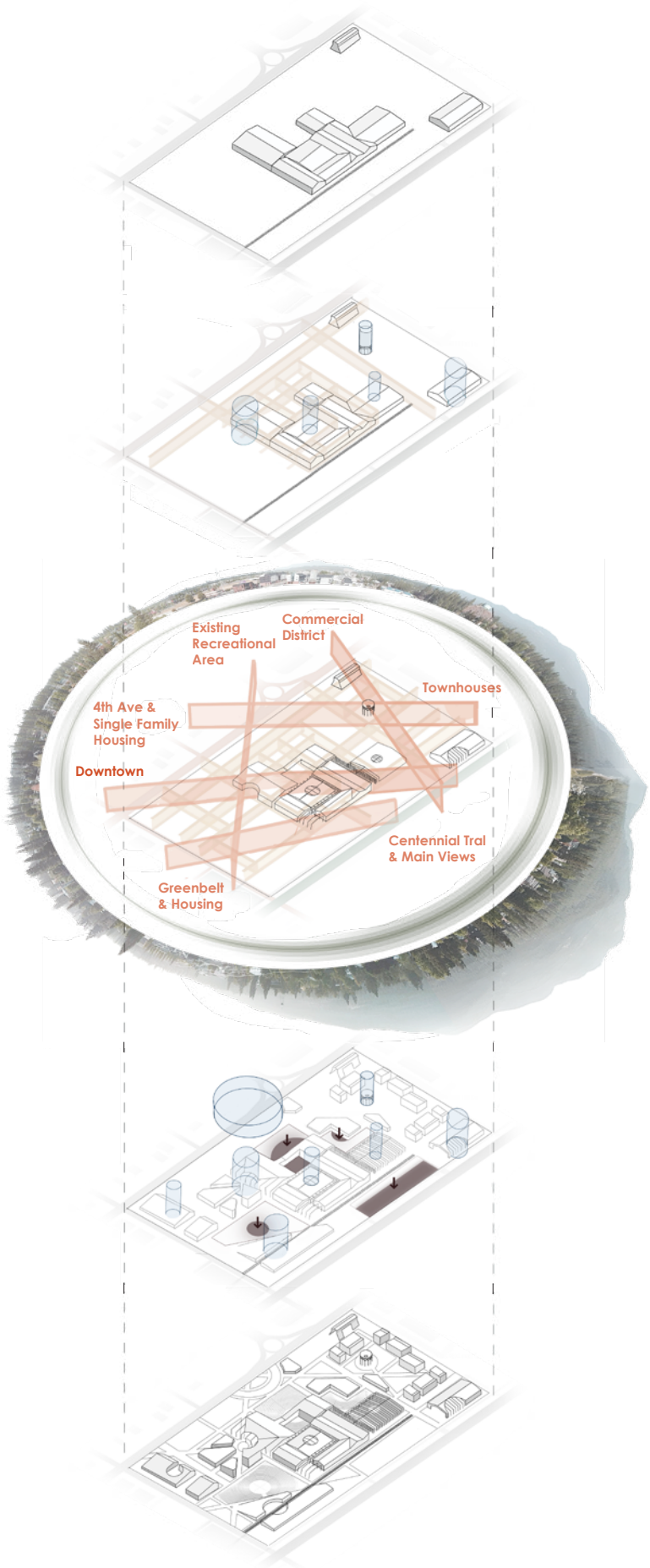








FORM GENERATION



Existing Structures & Railway Line

Datum of Breathable Spaces
Exposing Structural Relationships

Extended Linear Datum & Diagonals
Connecting Community to One Another, Site Amenities, & View-shed

Extended Circular Datum & Elevation Change
Creating Areas of Gathering

Final Form Iteration

DEFINING THRESHOLDS

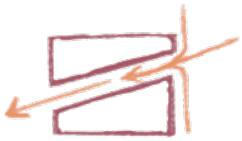
Identified existing thresholds - City & Site, Region & Site, Old & Old buildings
Added thresholds - Sky & Ground, Old & New buildings, New & New Buildings



REGION | SITE



OLD | OLD



NEW | NEW

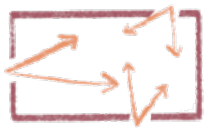
MASTER-PLAN



New buildings Existing buildings Green spaces Water

PROGRAMS

1	Entry & underground Parking	10	Mixed use makers-space	19	Community garden
2	Parking access & main office	11	Courtyard & lounge	20	Grocery store
3	Event space	12	Restaurant & bar	21	Botanical garden
4	Yoga studio	13	Storm-water collection pond	22	Indoor/outdoor pool
5	Sculpture garden & amphitheater	14	Cafe & restaurant	23	Co-housing area (11 buildings)
6	Museum	15	Daycare	24	Common house (co-housing)
7	Park spaces with parts of silo	16	Working spaces	25	Residential parking
8	Local shops & boutiques	17	Recreational - courts & seating	26	Silo/Gazebo
9	Farmers markets & co-ops	18	Skate-park		



CITY | SITE

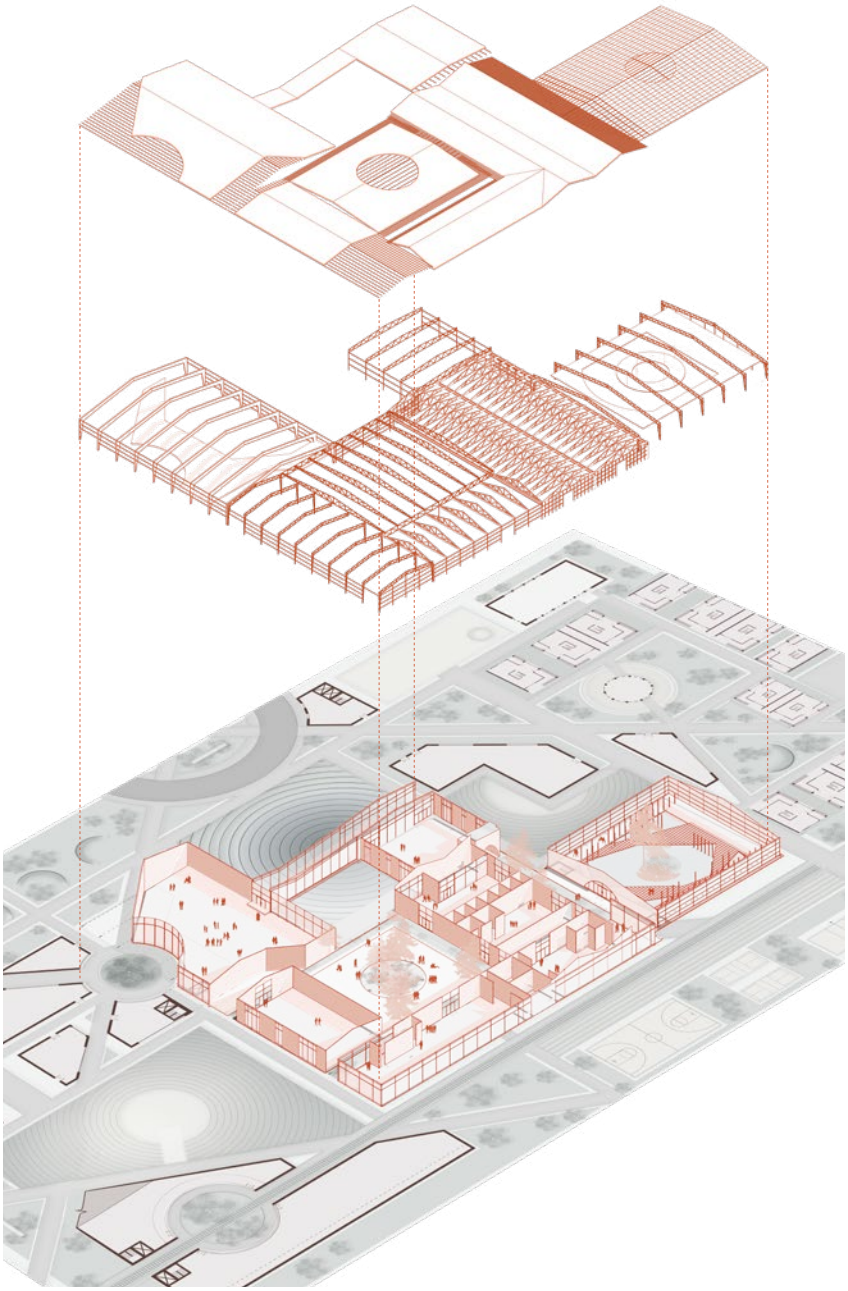


OLD | NEW



SKY | GROUND

APPROACH TO EXISTING STRUCTURES



ROOFS

Initially, the roofs of these existing buildings joined functionally and lacked aesthetic resolution. To enhance the experiential quality of the spaces, breathable areas were exposed at intersections which assisted in defining the internal programs.
Circular openings establish a threshold between sky and ground, framing views and creating points of gathering.

STRUCTURES

We preserved the existing structures, highlighting and celebrating the interaction between mass timber and steel. The interaction between the two materials initially inspired the concept of thresholds.

PROGRAM

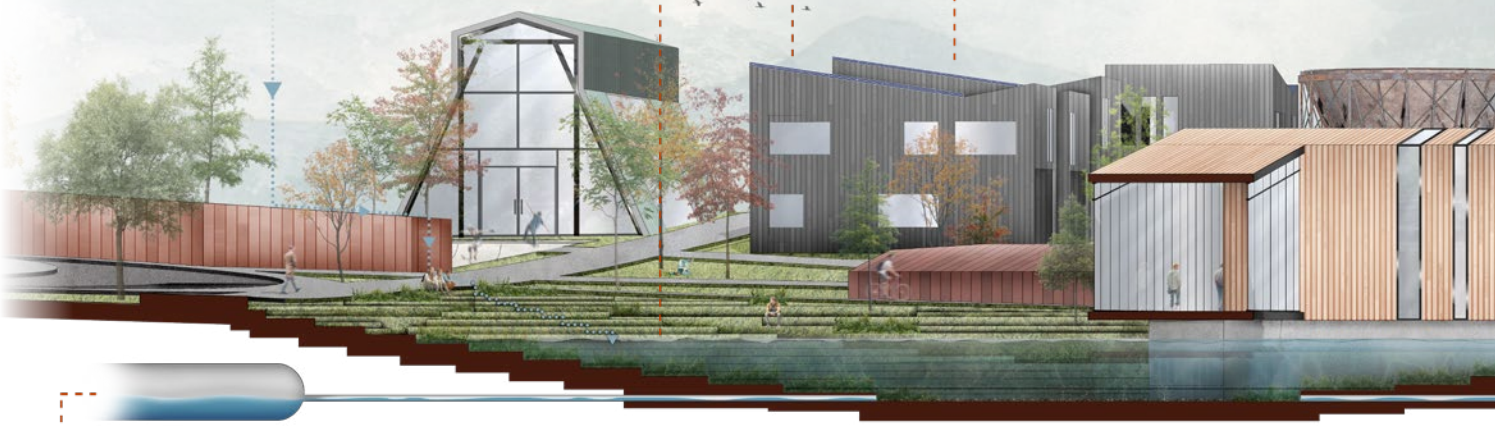
The intersections of the existing structures and roofs informed how spaces could breathe, connect, and flow, allowing us to integrate new structures seamlessly with the old.

This relationship between past and present enhances the cohesion and character of the design

SECTION B

The storm-water collection pond enhances the ecological and aesthetic value of our project. By designing it as a natural water feature, we can attract local wildlife and ***improve the biodiversity*** in this beautiful landscape.

Co-housing ge
panels across *1*



2,097,744 gallons of rainwater collected across site annually across 153,00 sq ft of roofs. Utilizing rainwater directly from the roof that is ***stored in the tank for potable purposes*** and water sent to ***storm-water pond for non-potable purposes***. Post Falls, Idaho, receives an average of about 22 to 22.4 inches of rainfall annually

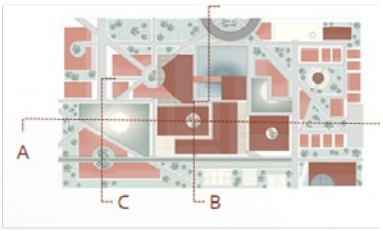
Across the site, approximately ***320,000 KWH/yea***
energy to be stored, while west facing roofs will
evening. Approximately half of the energy on si



STORM-WATER COLLECTION POND & BRIDGE



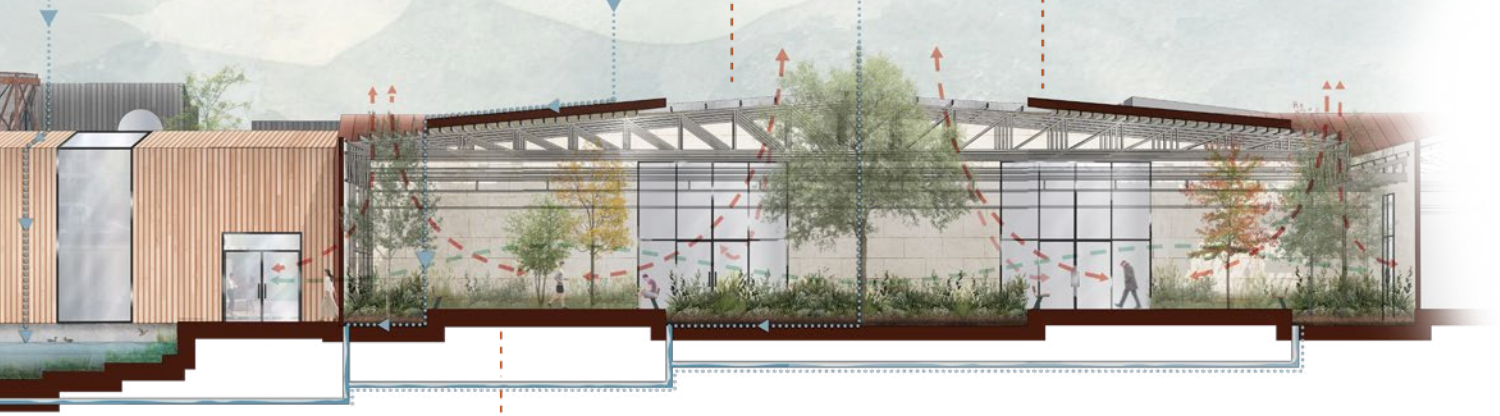
THRESHOLD - OLD/OLD



Passive heating and cooling strategies. Maintaining ***clean & fresh air*** quality while architecturally providing an experience that ***merges the lines between interior & exterior.***

herates a total of ***199,908 KWH/year*** from solar
1 units, functionally sustaining their own needs.

Integrating new programs into existing structures – providing a new life to them.



By providing multiple outdoor and gathering spaces, we are ***fostering a stronger and tight-knit community***. These ***breathable spaces*** allow occupants to take a moment for ***recollection and contemplation.***

r of energy are created by solar panels. ***South facing roofs provide provide immediate supply for the higher demand of energy*** in the te is south facing, with the other half being west facing.





BOTANICAL GARDEN

CO-HOUSING

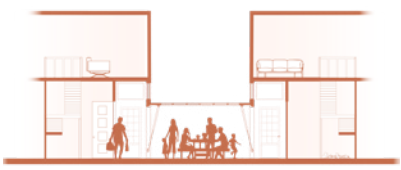
Our co-housing plans include adaptive/flexible spaces which makes housing work for a diverse set of needs over time.



We are introducing Co-housing to our project to reduce social isolation and loneliness in Post Falls' rapidly growing community.

We hope to cultivate agency, interdependence and wellbeing; encouraging a sense of place by allowing community members to steward the neighborhood.

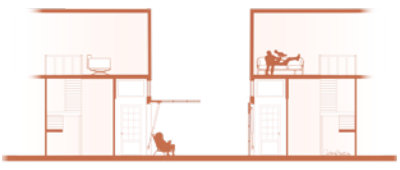
Post Falls currently has very little infrastructure for disadvantaged groups and alternative lifestyles which would benefit from an interdependent community.



BOTH OPEN



WINTER SEASON



ONE OPEN

SILO & RECLAIMED METAL PANELS







Dividing the silo and integrating its parts across the site as thresholds and sunken spaces allows for unique experiences while subtly drawing unwanted attention away from the co-housing area. The silo's base remains in the residential zone, creatively re-purposed as a gazebo.

The sculpture park uses reclaimed metal panels from existing buildings, transforming them into sculptures that honor the site's industrial history and create a memorable experience of renewal.

MODELS

Maquettes | Phase II study model | Phase III Model | Final 3D Printed & Metal Model

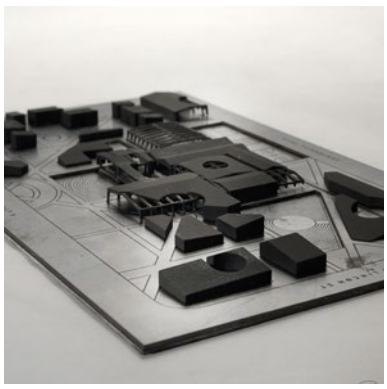
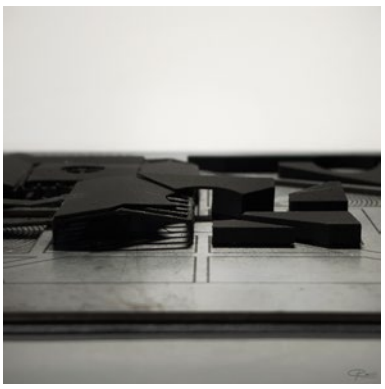










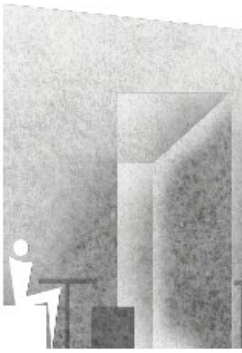




3 CARVE

GRAD STUDIO | BATHHOUSE | MEDIUM - CHARCOAL
Location: Ballard Locks, Seattle, US | Team Project - Michael Murphy & Rohit Raman

Our project is an **underwater bathhouse** located **within the Ballard Locks** in Seattle, WA. It carves away at the mass inside the Locks, creating a **progression of voids within the overall form which defines the program of the bathhouse.** A series of moments then breach through to the exterior of the building and allow **natural daylighting** to enter in impactful ways.



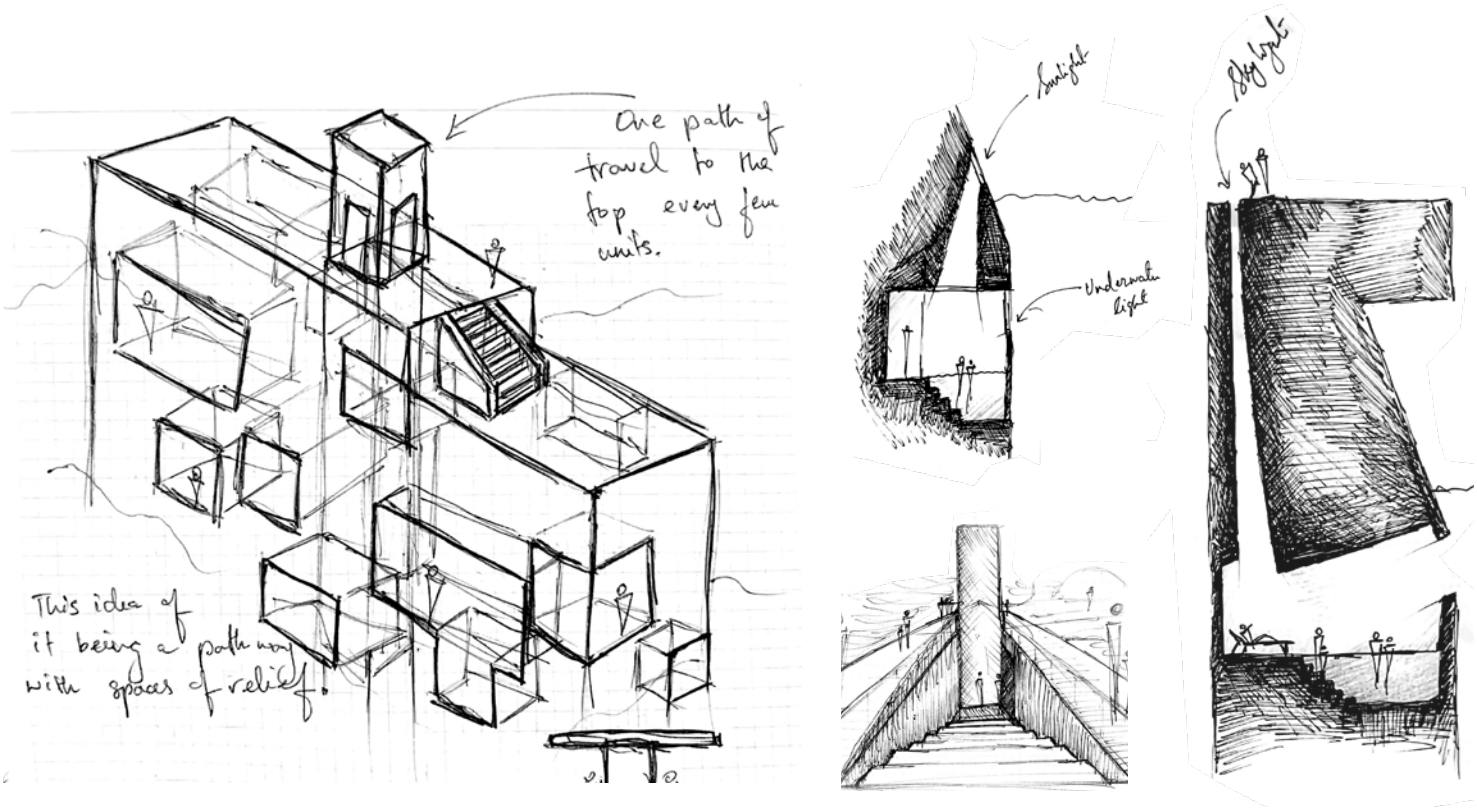
The internal language of the structure is **dark and simple, utilizing the pre-existing concrete palette** and **strict illumination** to support an **individualistic experience** for occupants and urge them to look beyond the present moment and adjust their head-space as they traverse throughout the building.

Occupants are also able to explore a subtle **relationship with the surrounding water** as they work their way through the building, with spaces on each floor showcasing the **changing depth.**

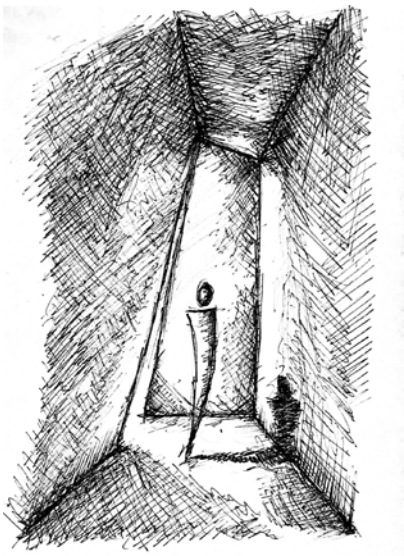


PHASE I - INDIVIDUAL SCHEME PITCHES

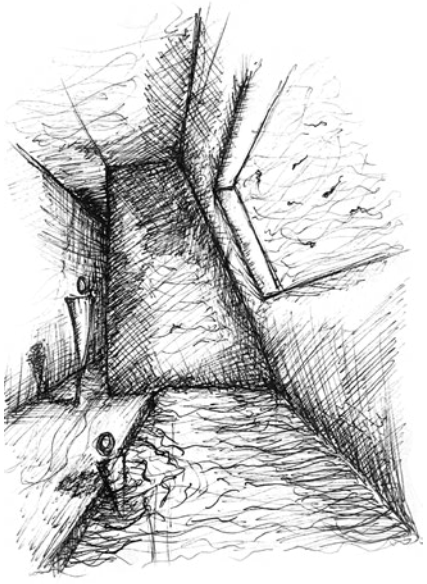
Planning openings/voids in the lock



Exploring quality of spaces using Natural Light



HALLWAY



THERME 2

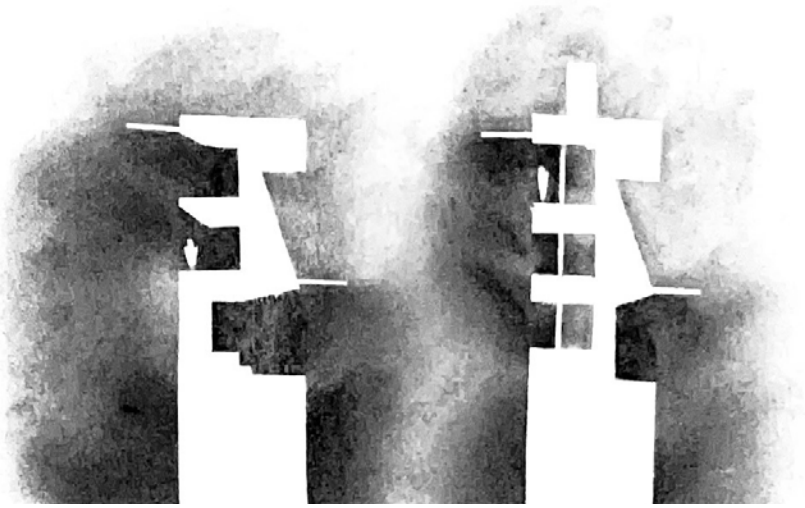


SHOWER - UNDERWATER LI

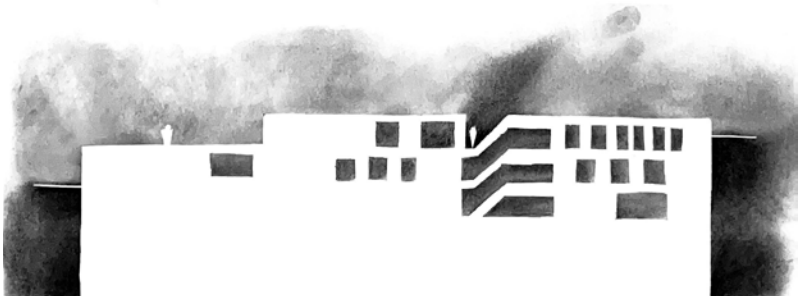
WORKING IN SECTION - CHARCOAL ON NEWSPRINT PAPER

Selected as one of 6 schemes



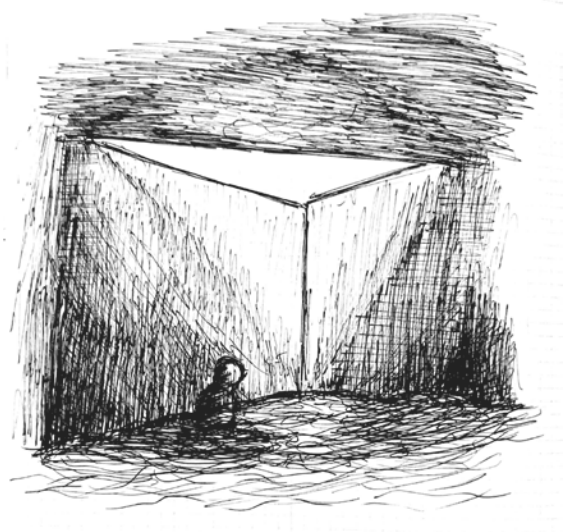


Inverse - darkness representing light.
Voids show interior programming





GHT



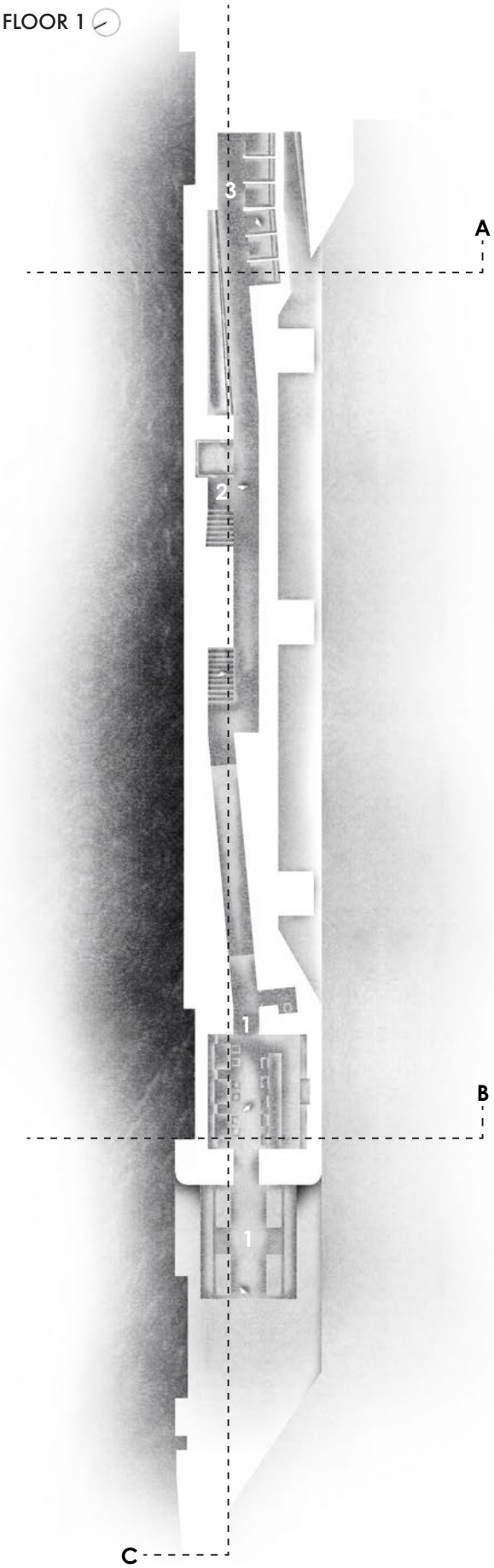
THERME 1 - SKYLIGHT



COLD PLUNGE

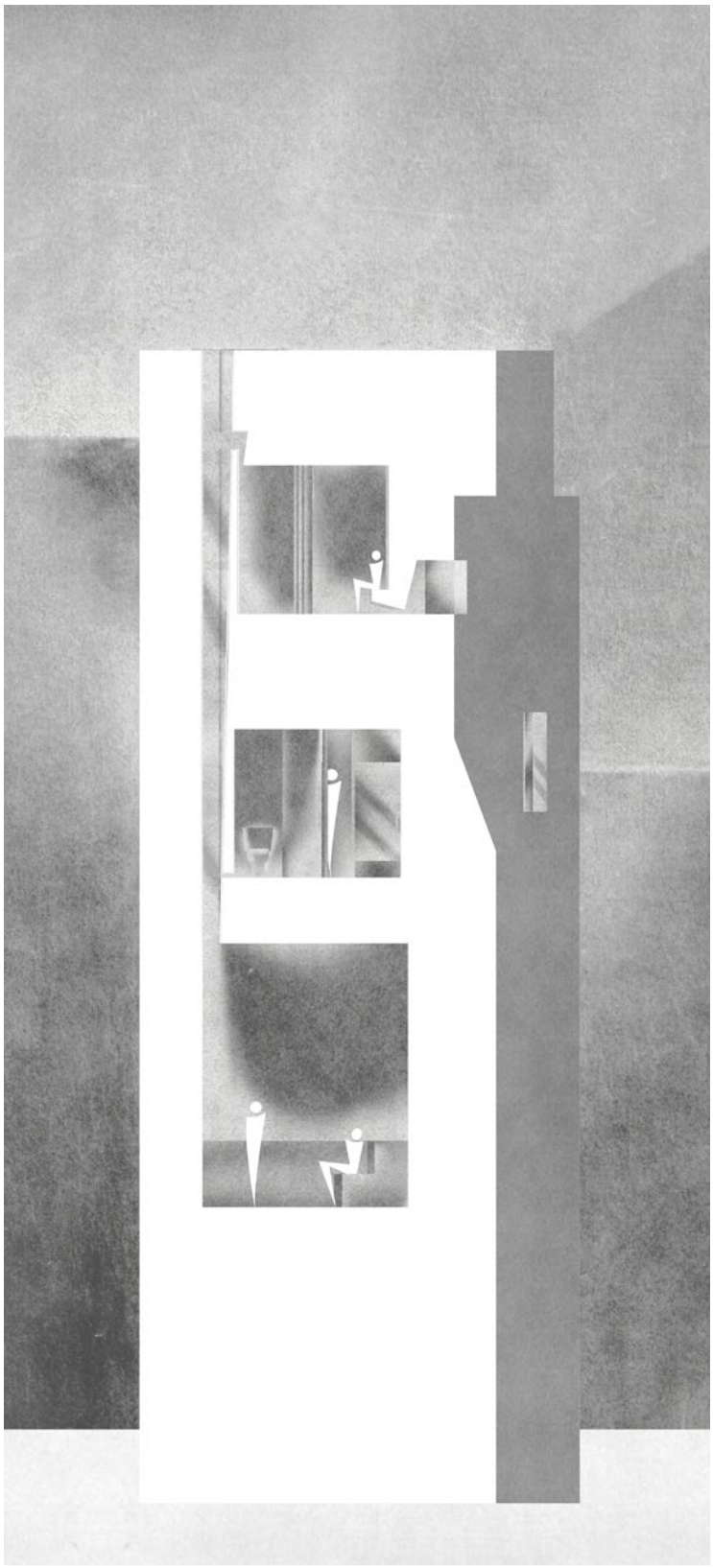


PHASE II - DEVELOPMENT | Graphite on paper



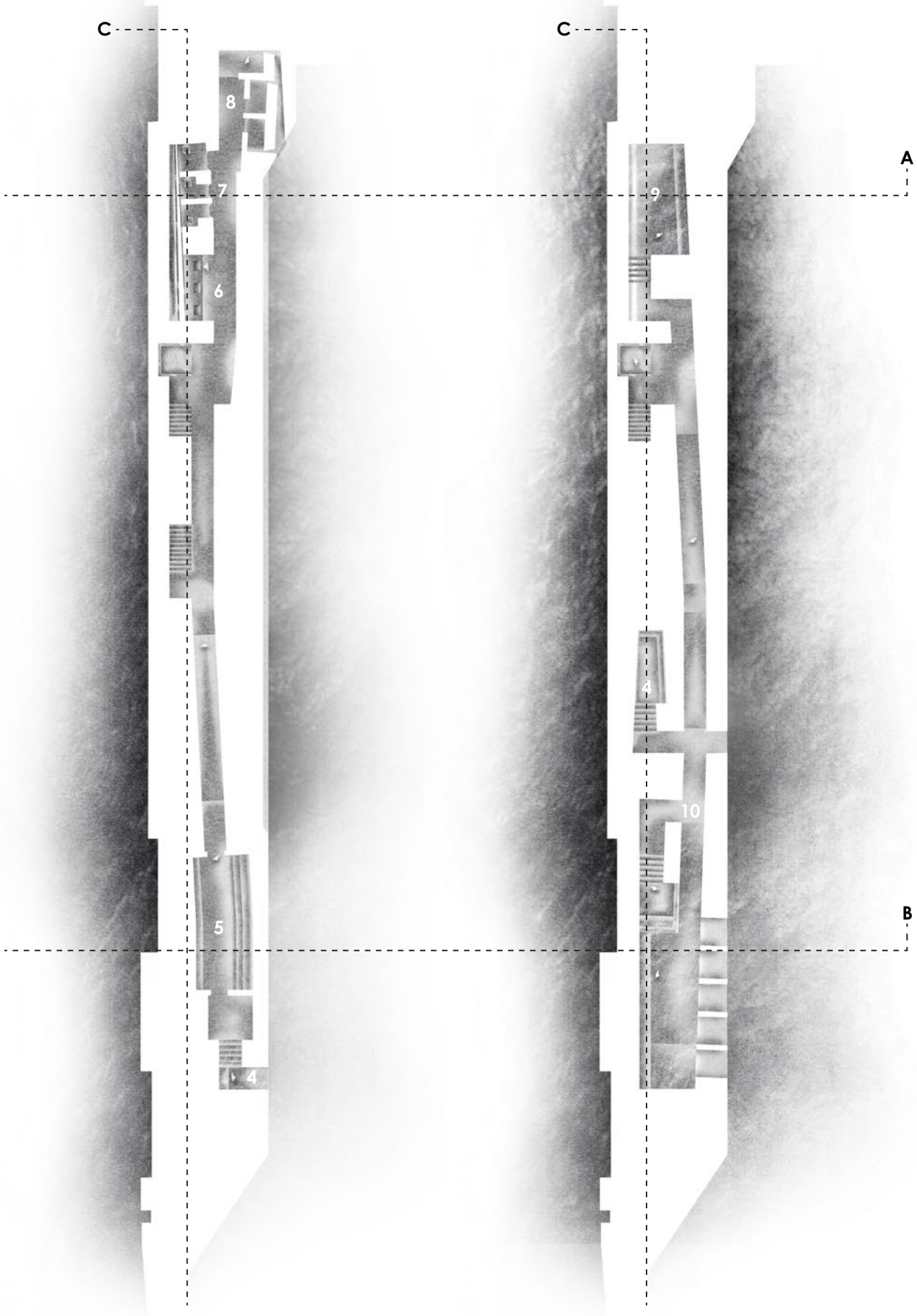
PROGRAMS

1 - Indoor/outdoor Listening Bar
2 - Stair & Elevator
3 - Changing Rooms



FLOOR 2

FLOOR 3

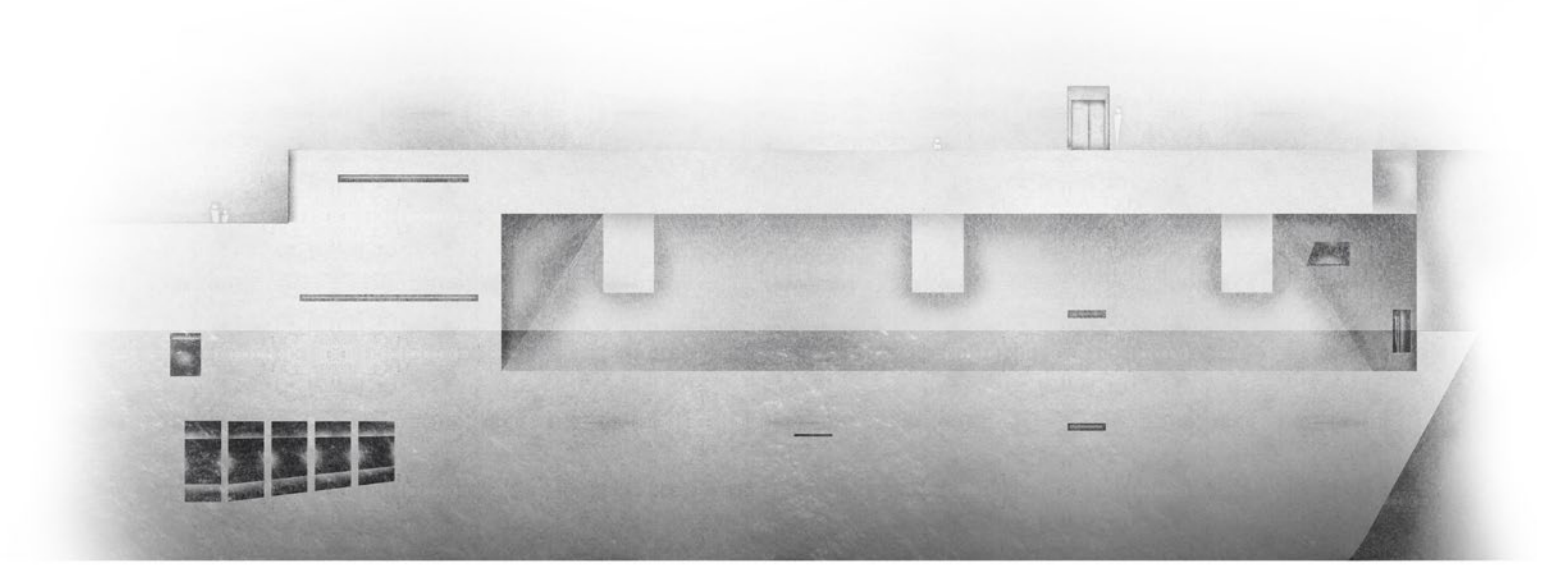


PROGRAMS

4 - COLD PLUNGE
5 - SAUNA
6 - SINKS
7 - TOILETS
8 – SHOWERS
9 - THERME 1 - SKY LIT
10 - THERME 2 - UNDERWATER LIGHT



SECTION C



ELEVATION

0 6 12 18 24 30


UNDERGROUND
UNDERGROUND
UNDERGROUND

CANVAS

HONORABLE MENTION - BUILDNER Legendary Highway 14 Tower | SENIOR YEAR | OBSERVATION TOWER
Location: De Smet, South Dakota, US | Team Project - Stela Szaboova & Rohit Raman

4

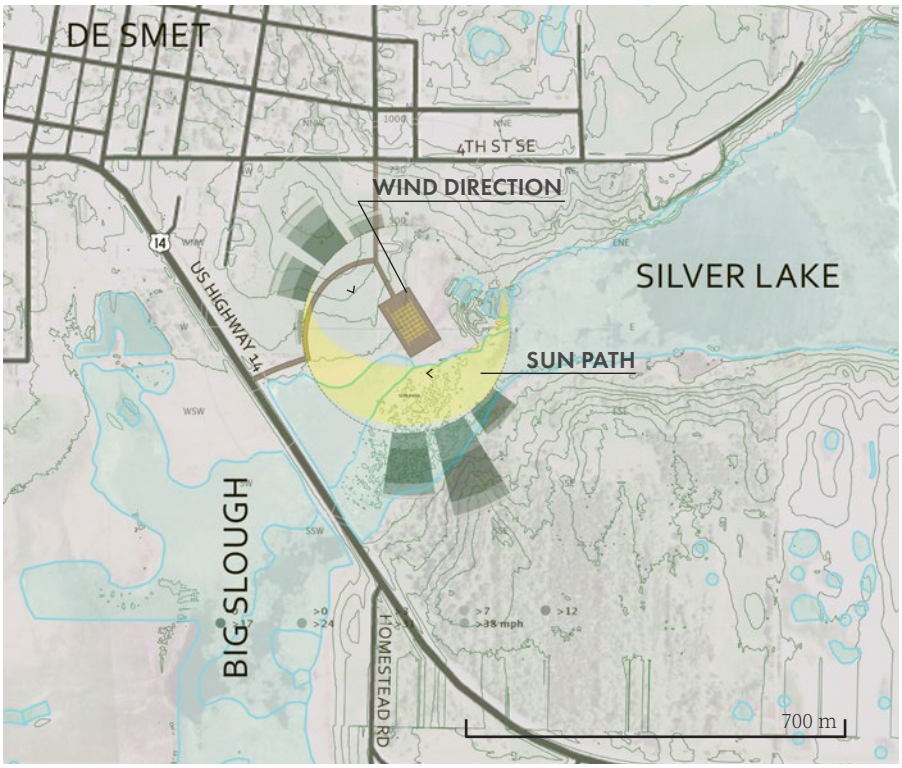
Inspired by the natural elements and their effects on the surrounding landscape, like the **movement** of the **wind** and the **reflections** of the lake's surface, 'De Smet's Canvas' is a memorable and **interactive observational tower** for its visitors. The structure consists of six dynamic walls that are customizable by the visitors or the city for different purposes, seasons, or events. The ramps are **ADA compliant** and add to the experience of the tower. A vending machine with floppers of the **kinetic facade system** and souvenir markers greet the visitors on the path to the tower. Writing a note on these floppers and dropping them into any of the slots on the dynamic walls not only allows the **visitors** to have a personal and memorable experience but also helps **construct the tower** completely **over time**, making it a landmark of the community.

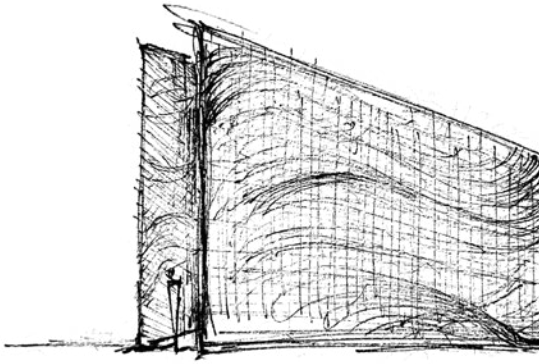
As time goes by, the tower grows with the community. The shape and design of the structure is well balanced and simple, highlighting the surrounding landscape's elements. The small openings between the floppers on the journey encourage the visitors to travel to the top for the grand reveal of the views of the Big Slough, Silver Lake, and the Legendary Highway 14. The material selection is aiming for **re-usability and adaptability**. Like the Kinetic walls, the ramps and landings are made up of **modular units** that can be disassembled, customized and moved/replaced.

Overall, this project seeks to be a **memorable landmark that enhances the landscape** while also **enhancing the visitor's experience** by being quite **customizable, modular, and adaptive** to the wants and needs of the region.



IDEATION





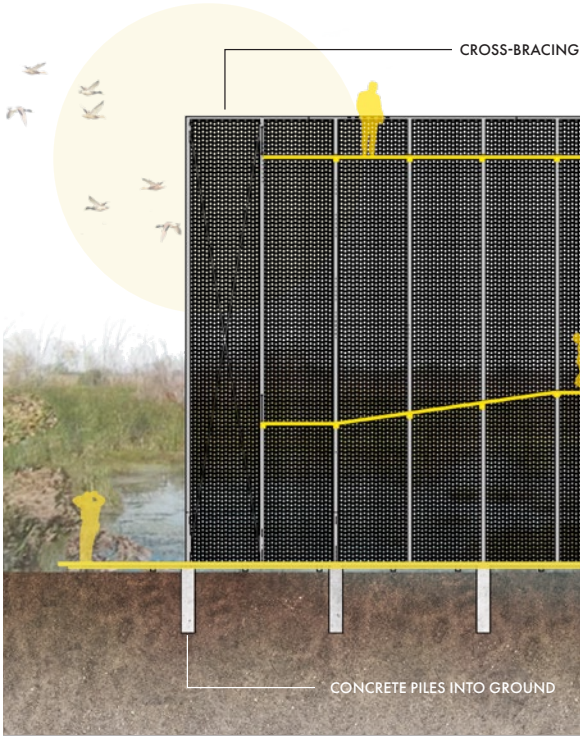
INITIAL SKETCH PROPOSAL

Ever-shifting symphony of motion, like walking within the wind's embrace



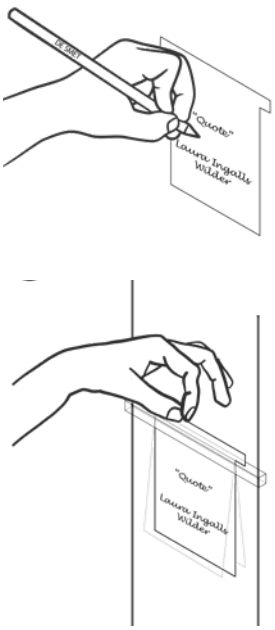


STRUCTURE



INTERACTIVE DESIGN

Vending Machine - Buy a Flopper & pen, write a note, make a memory on the wall!








ALKING BGT.
WIND.




CANVAS
LEAVE A NOTE!
$5 FOR A FLOPPER & PEN

DETAILS

A - Beam | B - Ramp | C - Wind - veil sheet | D - Steel column

1. BEAM SYSTEM

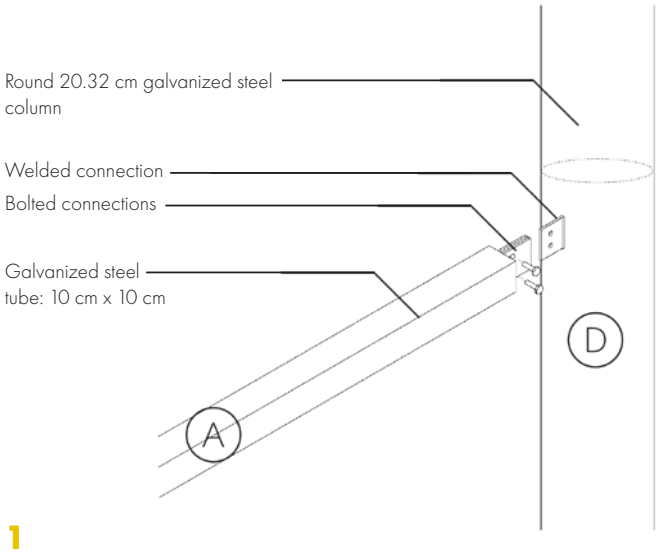
- Bolted and welded connection

2. DROP-IN (KINETIC FACADE SYSTEM)

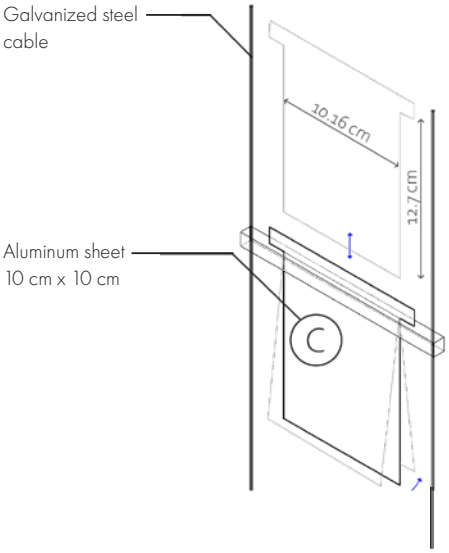
- Replaceable aluminum sheets with suspension cable system

3. RAMP SYSTEM

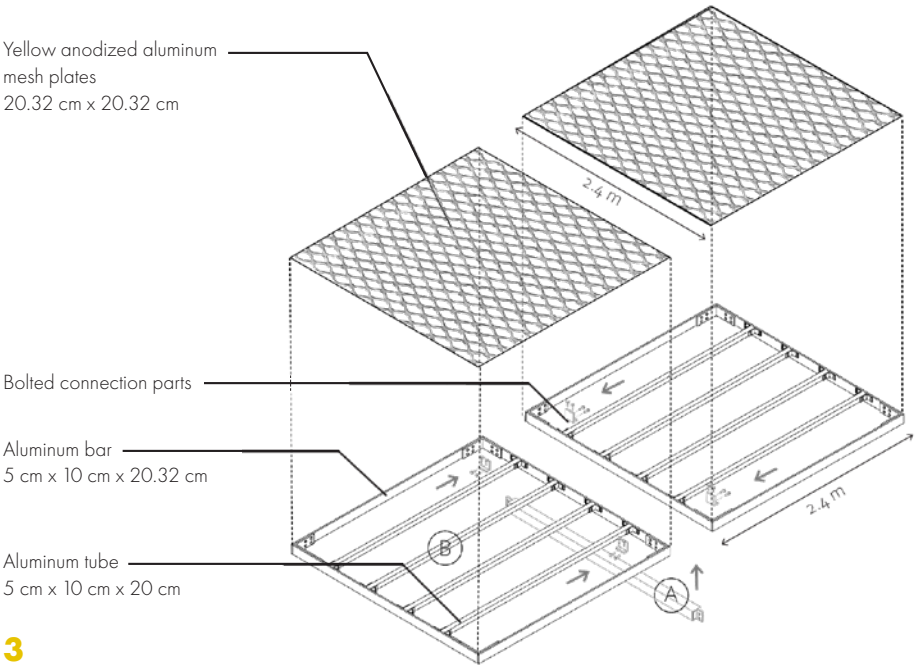
- 91 Pre-fabricated ramp units at: 2.4 m X 2.4 m each
- Aluminum construction 2.5 m BY 2.5 m
- Anodized mesh plates (yellow) on top
- 0.1 m by 0.1 m steel beam support
- Bolted parts



1

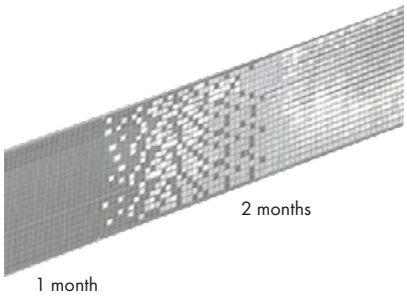


2



3

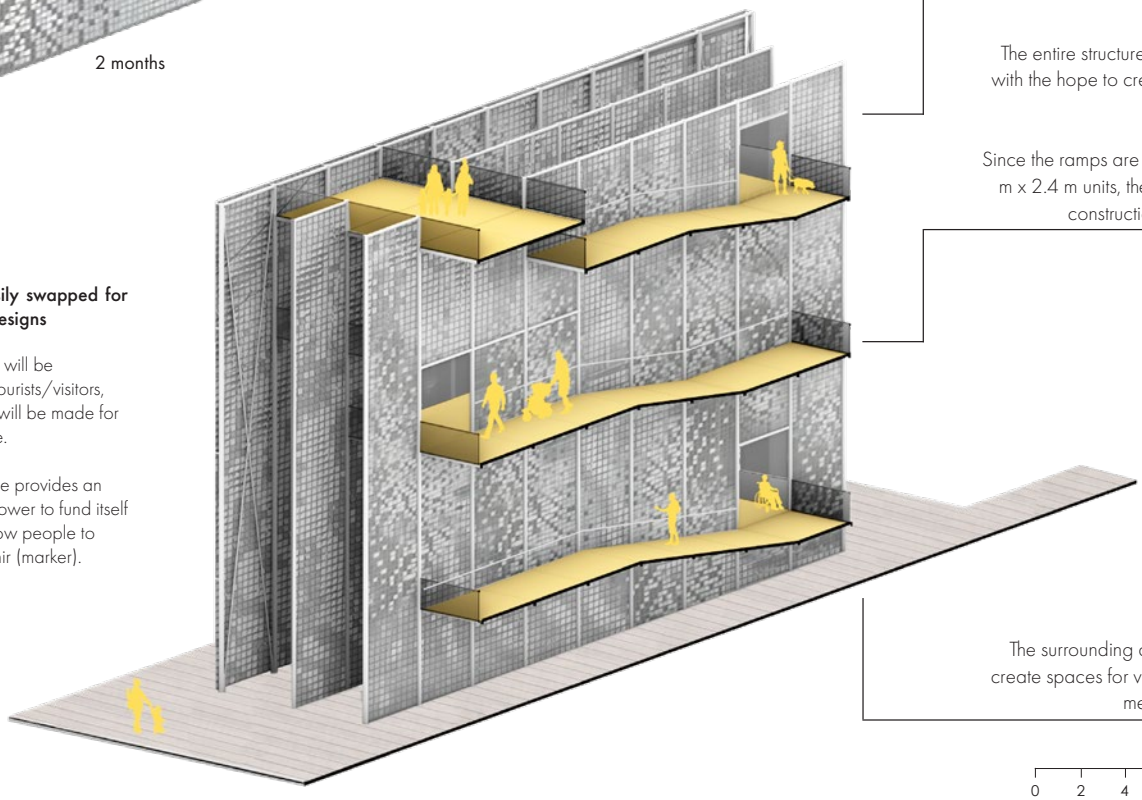
KINETIC WALL OVER TIME



Panels can be easily swapped for different events/designs

Over time, the walls will be constructed by the tourists/visitors, where more space will be made for new coming people.

The vending machine provides an opportunity for the tower to fund itself in the future and allow people to take home a souvenir (marker).



Approximately 1951 sq meters of kinetic wind system panels.

The entire structure is ADA accessible with the hope to create a space that is welcoming to all.

Since the ramps are pre-fabricated 2.4 m x 2.4 m units, the maintenance and construction is made simpler.

The surrounding deck is designed to create spaces for visitors to have small memorable moments.

0 2 4 6 8 10 m

MATERIALITY


Aluminum sheets & suspension wire


Anodized Aluminum

Galvanized Steel


Cedar Wood



PARTS

1. 9 interior kinetic wall slip - in suspension systems for each wall
2. Ramp system
3. Structural column & beam system
4. Exterior kinetic wall system
5. Cedar deck


5

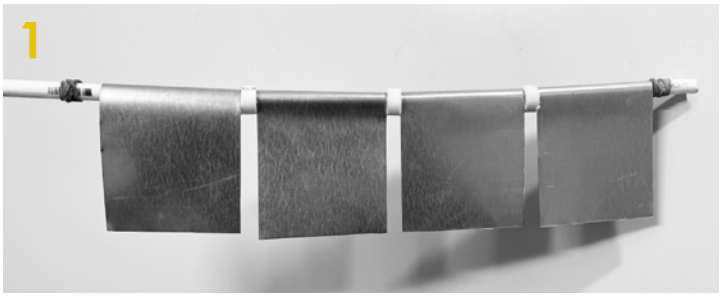


PROCESS & PRESENTATION

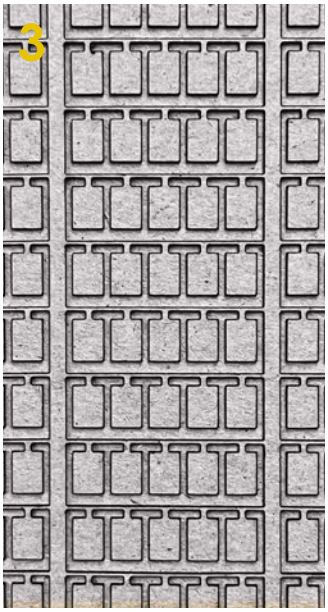
Initially, I made a small working model (1) to show that the system works (when we were thinking about the "slide-in" method for the floppers). After finalizing our system, we made a physical model - starting with laser cutting (3) the moving walls, then spray painting (4) them, and finally assembling. For our presentation, I also made a small aluminum flopper (2) for the reviewers to sign as an example of how our interactive design feels.













5 PERSPECTIVE

2ND PLACE | CAPSTONE 2024 | ART GALLERY

Location: South Lake Union, Seattle, WA, US | 4-Person Team Project

The big idea of our project is to create a **memorable and cultural landmark**, where the artworks of the Pacific Northwest Tribes are represented and celebrated, while adding to the beautiful landscape of Seattle. Our project creates a space that is **accessible, inclusive, and interactive** for the community. Our skin structure/**facade incorporates large murals, designed by indigenous artists**, spanning the lengths of the building's facades, which **change from different perspectives based on where it's seen from.**

Our design enriches the community by **supporting public art initiatives, local artists, and small business**' in the ever-changing art gallery, cafe, and gift shop. By extending the public's welcome past the second floor to the large courtyard on the third floor and rooftop restaurant/bar, we are **blending the lines between the building and the street**. The design prioritizes sustainability by celebrating and displaying its systems, like **vertical fins for sun shading, recycled materials, an artistic rainwater collection system, solar panels, and incorporating indigenous biophilia.**

By creating an attraction/**landmark**, the building becomes one that is memorable and complimenting to South Lake Union's rich and cultural landscape.

Construction Document Set

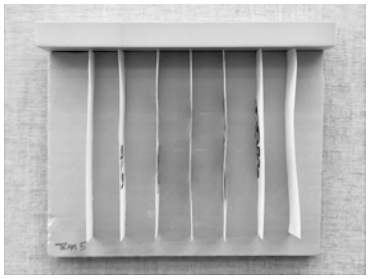
Rendered Walk-through Video


Colorado
PERSPECTIVE

IDEATION

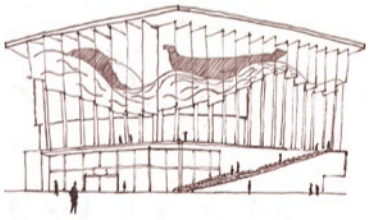
Total Cost - $82,574,159 | Schedule Duration - 35 Months & 6 Days | Total Building SF - 286,807 SF

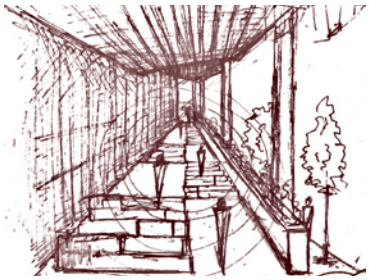
"I would like to acknowledge that we are on the traditional land of the first people of Seattle, the Duwamish People past and present and honor with gratitude the land itself and the Duwamish Tribe."



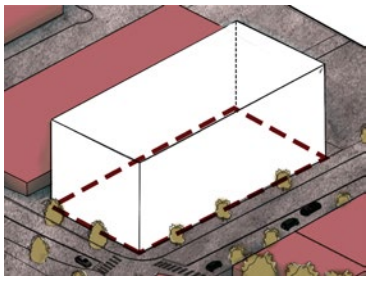


For my **mock-up**, I played with the idea of art that dissapears from the eye. After presenting to the team, I reached out to two artists - **Rico Worl** (Tlingit + Athabascan) and **Stephan Smith** (Quinault Tribe). With them, we explored how this concept could **honor and represent the Pacific Northwest Tribes**.

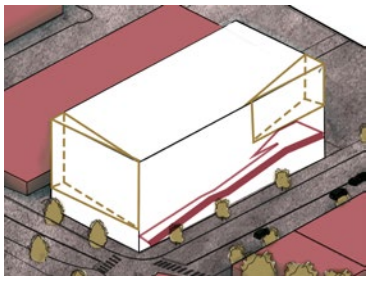




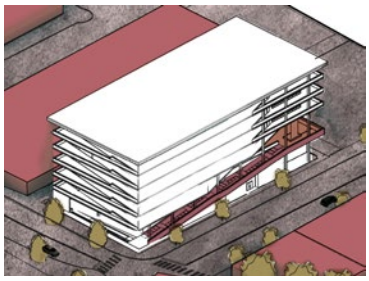




Base



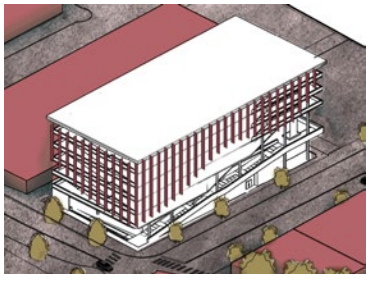
Carving out openings



Exterior Circulation to Courtyard



Balconies



Fins

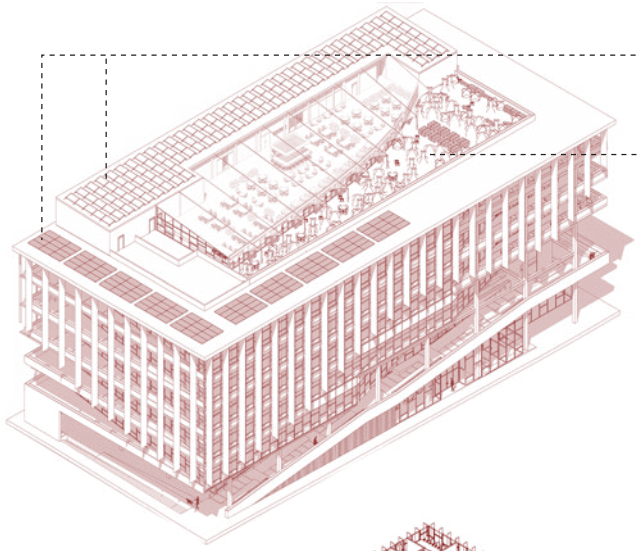


Rooftop Bar & Restaurant


Colorado

LIVING BUILDING CHALLENGE | PROGRAM

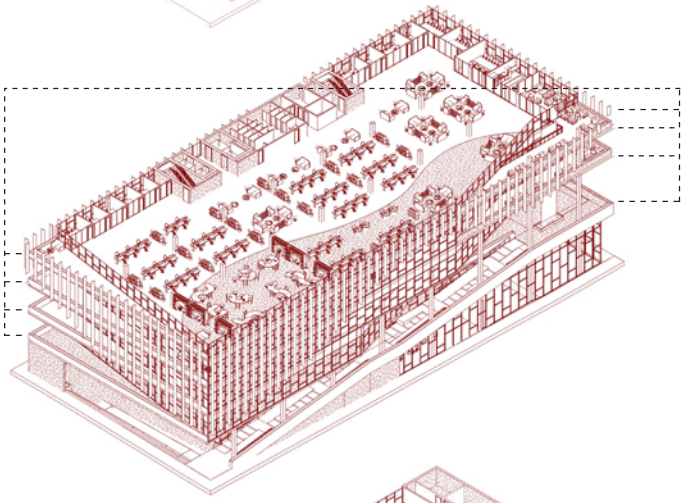
Place Materiality Beauty Water Health & Happiness Equity Energy



- Solar Panels,
- Interactive green spaces,
- Adaptive public spaces,
- Redlist Free & Recycled Materials

L8

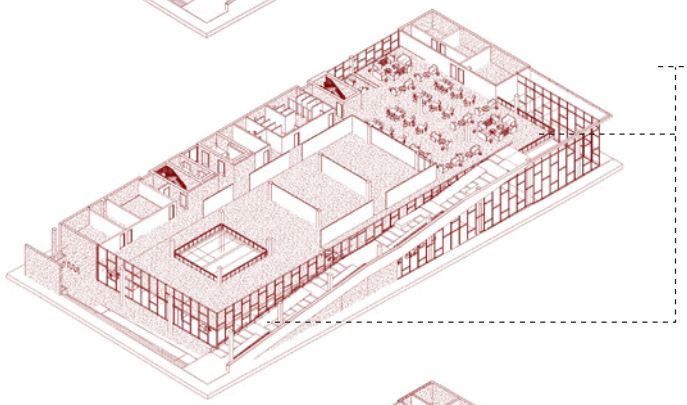
1. Core
2. Interactive Garden
3. Seasonally Adaptive Restaurant
4. Indoor Bar
5. Gender Neutral Restroom
6. Mech, Elec, & Storage



- Public Courtyard (3rd FL), Balconies,
- Fins with Indigenous Art,
- Incorporation of Native Biophilia,
- Low-flow Toilets (All FLs)
- Rainwater Collection through

L6

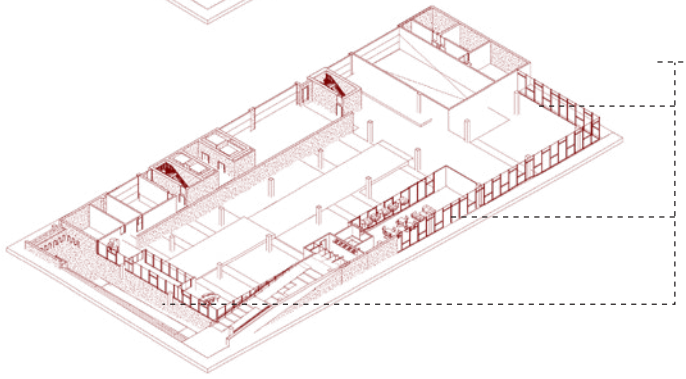
1. Core
2. Tenant space
3. Balconies with Indigenous Plants
4. Gender Neutral Restroom
5. Mech, Elec, & Storage



- Interior & Exterior Public Spaces,
- Exterior Ramp/Stair Promoting Physical Health

L2

1. Core
2. Interactive Exterior Ramp/Stairs
3. Ever-changing Art Gallery
4. Lounge
5. Gender Neutral Restroom
6. Mech, Elec, & Storage



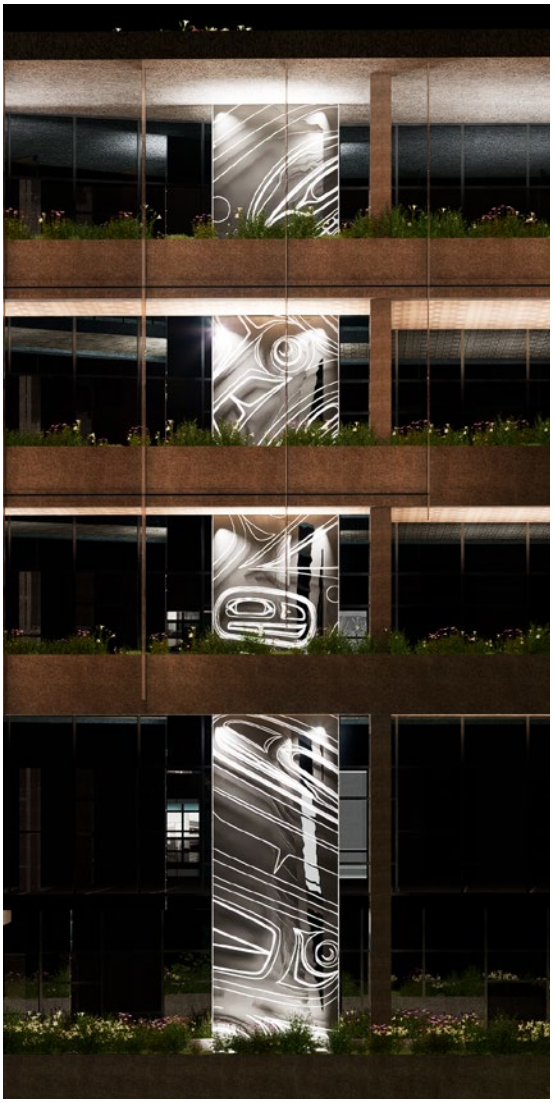
- Utilizing LED Lighting,
- Large ADA compliant entrances,
- Pedestrian access,
- Community Spaces,
- Promoting Indigenous Artists
- Bike Parking (at entrances)
- 2 Underground Garages

L1

1. Entry & Exit
2. Interactive Exterior Ramp/Stairs
3. Ever-changing Art Gallery
4. Cafe & Gift Shop
5. Gender Neutral Restroom
6. Garage Entry
7. Core
8. Mech, Elec, & Storage



L3 - Courtyard with Water Feature



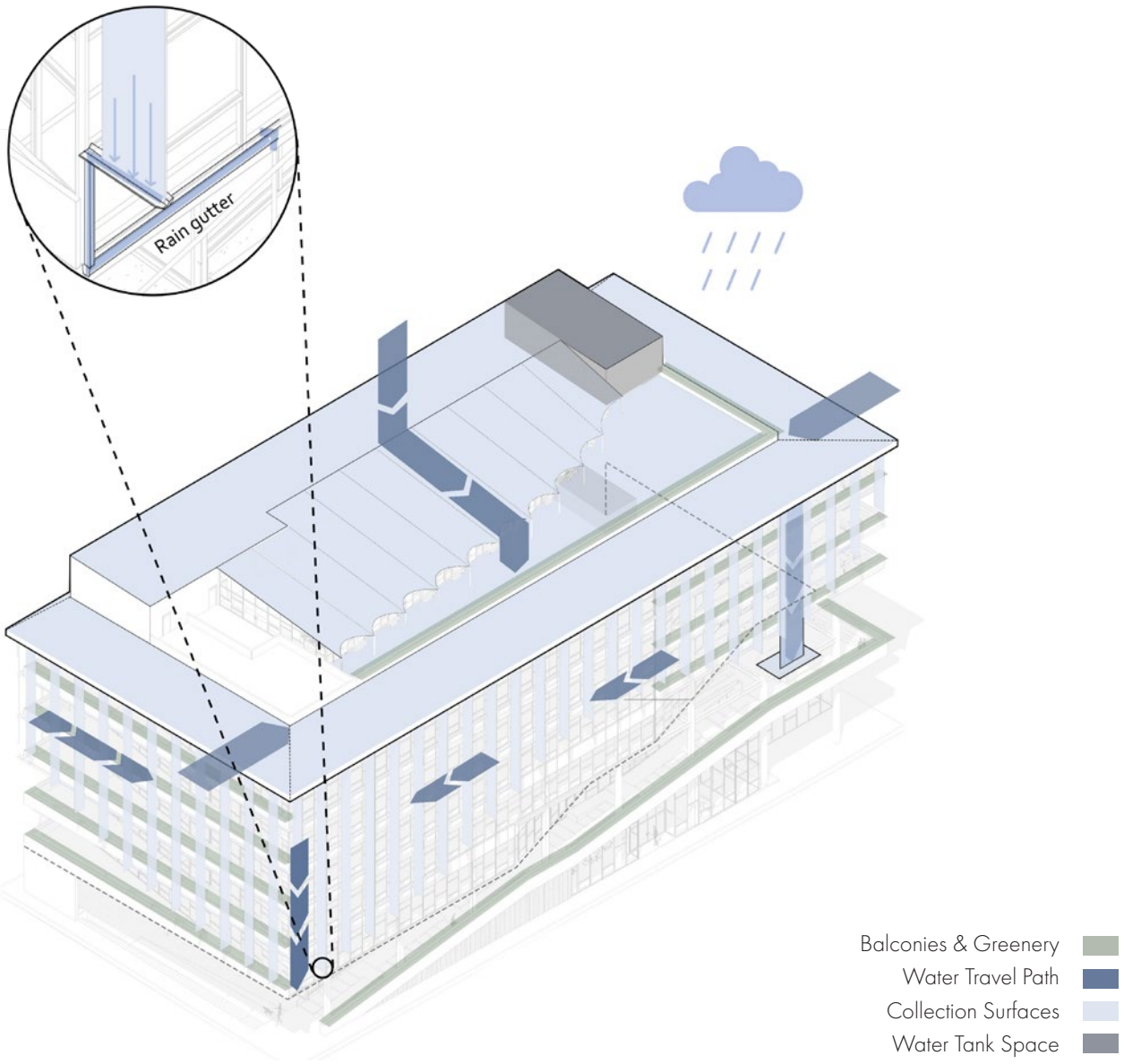
L3 - L7 - Night View



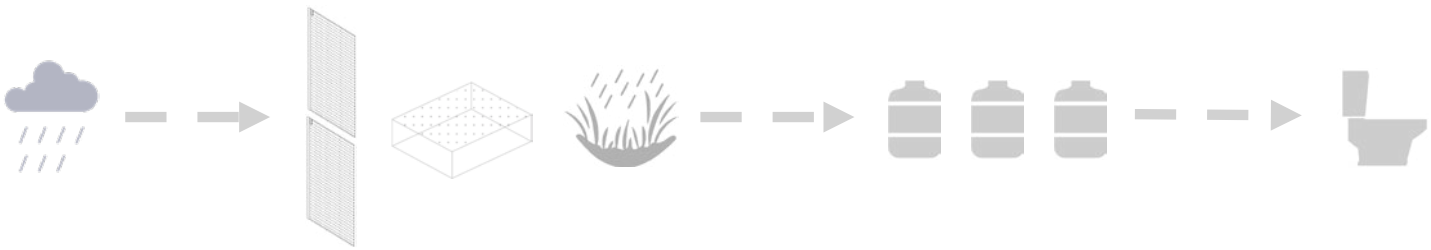
L1 - Art Gallery

RAINWATER COLLECTION

Total Water Collection - 751,983 gal. | Total Demand - 568,339 gal. | Water Use Reduction - 59% | Cistern Size - 3275 cf.

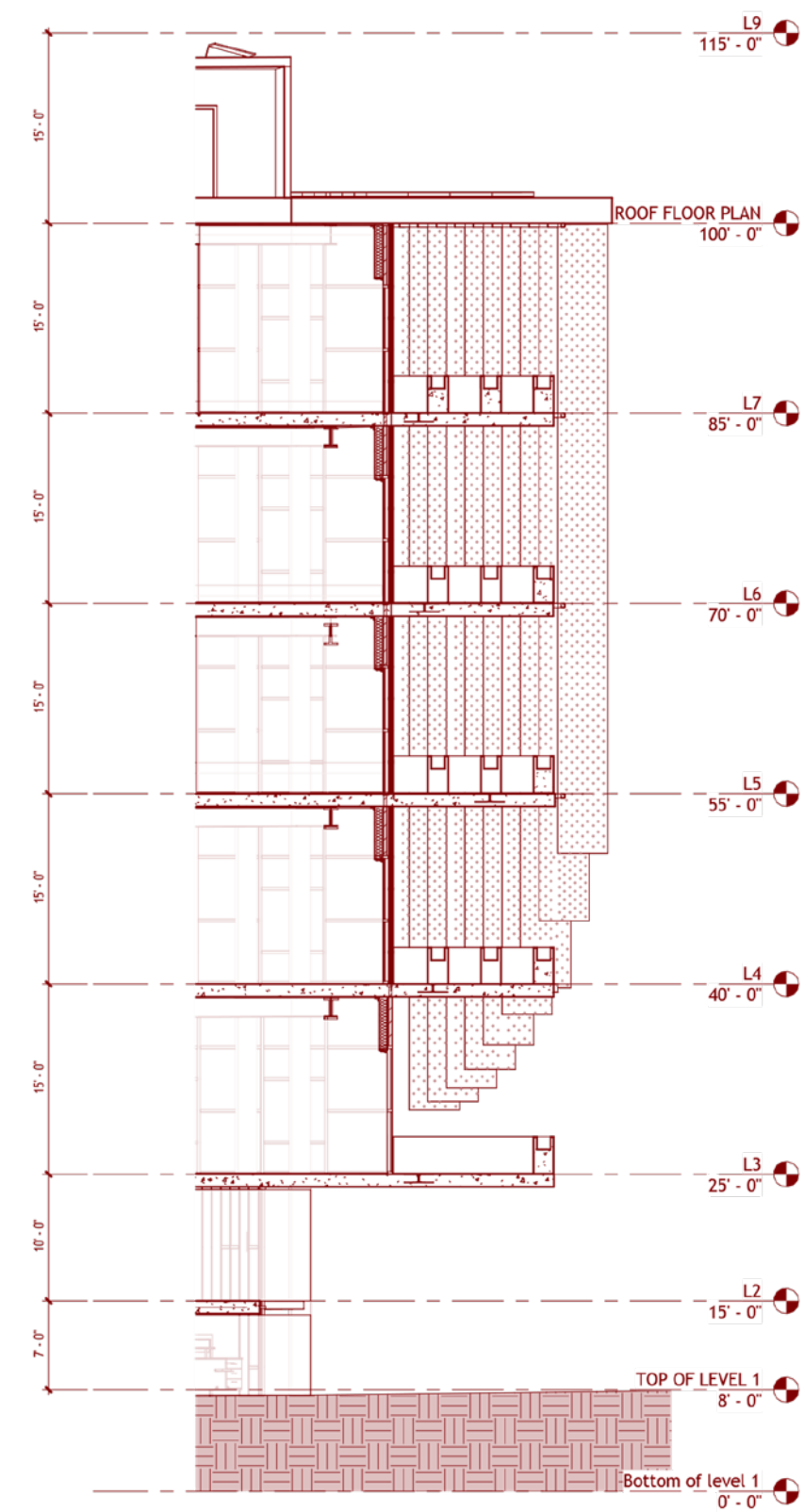


Collecting and utilizing rainwater for low flow toilet fixtures throughout the building as well as a water feature for the seasonal waterfall with the engraved artwork, designed by Rico Worl.



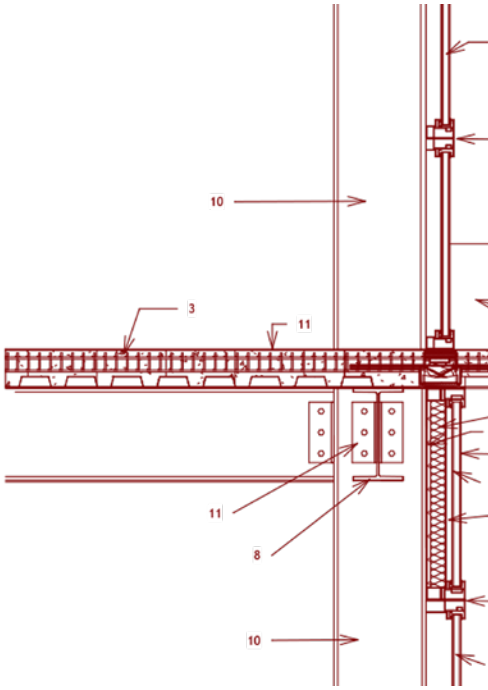


DETAILS



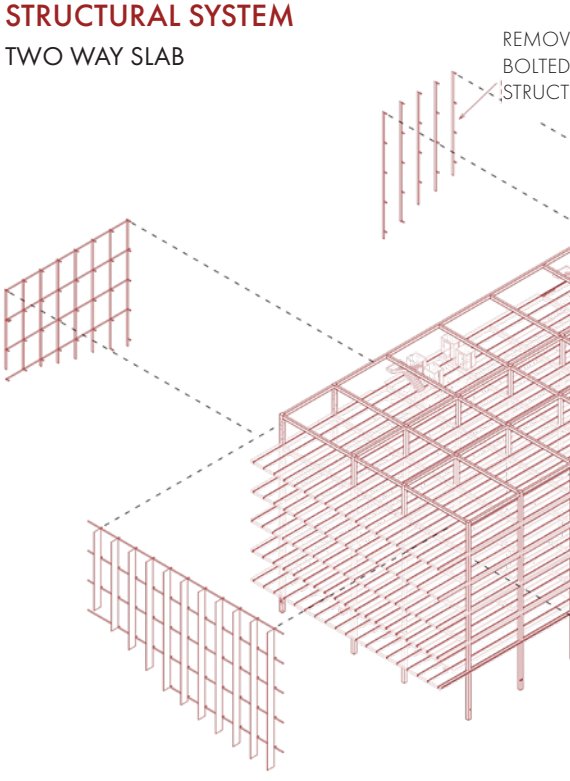
2 SOUTH WALL SECTION
1/8" = 1'-0"

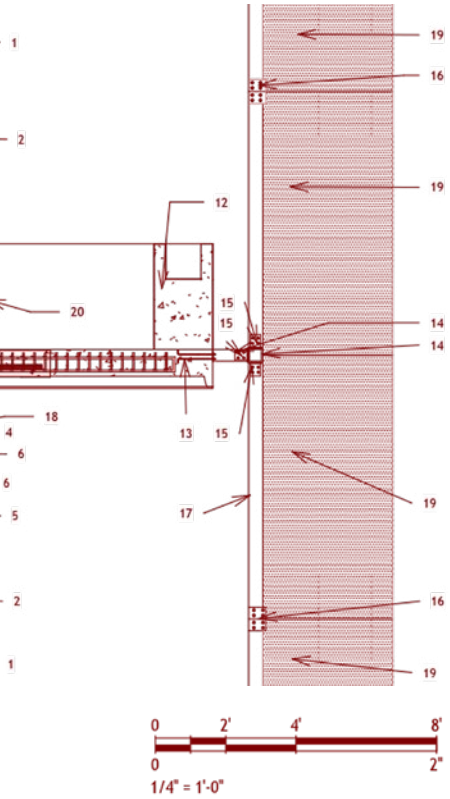




STRUCTURAL SYSTEM

TWO WAY SLAB



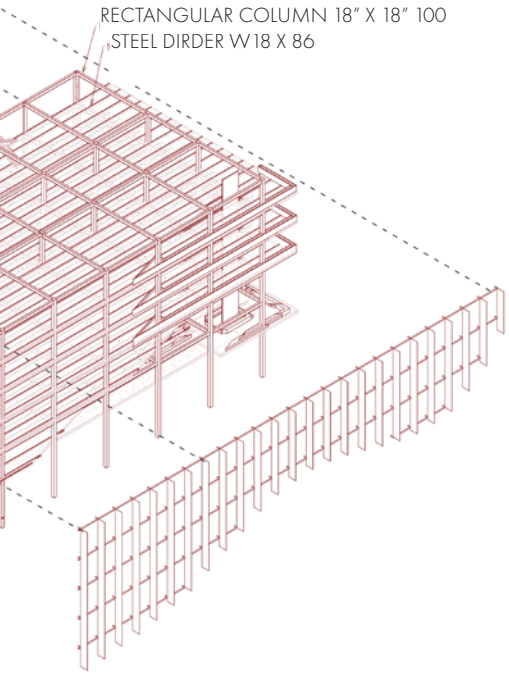


SPANDERAL ASSEMBLY

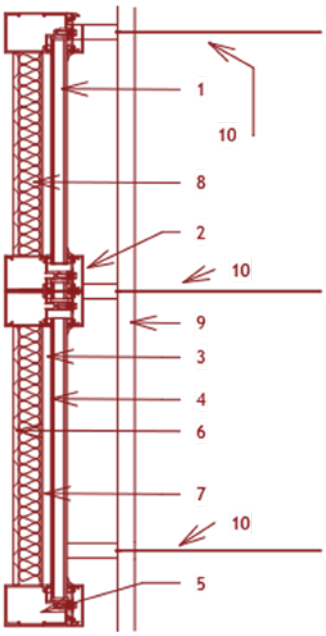
1. DOUBLE-GLAZED, HIGH-SOLAR-GAIN LOW-E GLAZING
2. 2.5''X 5'' ALUMINUM MULLION WITH DARK GREY ACHROMATIC NEUTRAL COATING.
3. 1' HOLLOW CORE PRECAST CONCRETE SLAB
4. 5/8'' INTERIOR GYPSUM WALL BOARD
5. 1'' AIR CAVITY
6. GLAZED PANE 1 AND 2
7. 1/2'' REBAR
8. I BEAM
9. FILLER PANEL
10. RECTANGULAR 18''X18'' REINFORCED CONCRETE COLUMN
11. 0.26'' FROST BITE 00300 ECOSOLUTION Q100™ NYLON CARPET TILE
12. CONCRETE PLANT-BED
13. L-BOLT
14. HSS-HOLLOW STRUCTURAL SECTION HSS8X8X.375
15. STAINLESS STEEL ANGLE BRACKET, 2"X2"X2" HEAVY DUTY L CORNER BRACE 90DEGREE L SHAPE BRACKET
16. SIMPSON STRONG TIE ABU88Z ZMAX GALVANIZED 14-GAUGE 8X8 ADJUSTABLE BRACKET
17. SIMPSON STRONG TIE U SHAPE STAINLESS STEEL BRACKET
18. MINERAL WOOD INSULATION
19. 7' 6'' BY 4' BY 7 1/16'' PERFORATED METAL ROUND 1/8 " X 21/64" STAGGERED CENTERS PANELS
20. ISOKORB® CXT TYPE K

THE LOAD-BEARING THERMAL INSULATION ELEMENT WITH 120MM INSULATING THICKNESS AND GLASS FIBER COMPOSITE FOR CONCRETE-CONCRETE STRUCTURES

ABLE PERFORATED ALUMINIUM PANELS
ON 4" X 4" STEEL
URE WELDED TO THE FLOOR



PLAN VIEW OF FINS



1. GLAZED PANE
2. 2.5''X 5'' ALUMINUM MULLION WITH DARK GREY ACHROMATIC NEUTRAL COATING.
3. AIR CAVITY
4. GLAZED COATING
5. SHADOW BOX
6. 5/8'' INTERIOR GYPSUM WALL BOARD
7. FILLER PANEL
8. MINERAL WOOD INSULATION
9. HSS-HOLLOW STRUCTURAL SECTION HSS8X8X.375
10. 7' 6'' BY 4' BY 7 1/16'' PERFORATED METAL ROUND 1/8 " X 21/64" STAGGERED CENTERS PANELS



6 CONTINUUM

GRAD STUDIO | SONIC INTERACTIVE INNOVATION | PERFORMANCE & RESEARCH CENTER

Location: Boston, MA, US

Continuum is a Performance and Research Center for Experimental Music designed around a simple question: what happens when architecture listens back? Sound operates here as a material rather than a byproduct. Instead of containing performance, the building registers it, allowing sound, movement, and occupation to shape space in real time. The center functions as both a research platform and a public venue. Sonic experiments developed within the building are exhibited and experienced through performance. The auditorium acts as a spatial laboratory, translating research outputs into physical and perceptual conditions that audiences can inhabit. At the core of the project is a sound-reactive fabric panel system developed through material research and prototyping. Presented as one of the center's showcased inventions, the system converts sound and vibration directly into visual change.

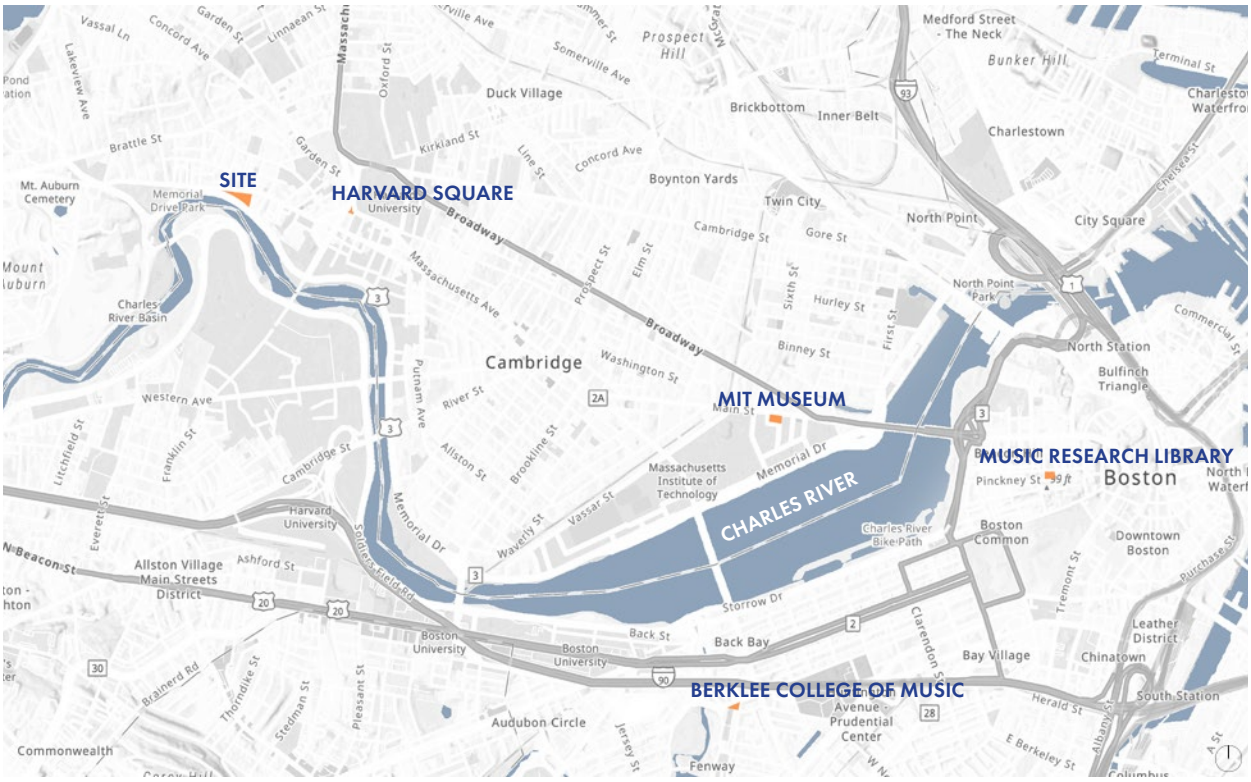
During performances, architectural surfaces respond in real time, making sonic behavior legible through color, texture, and atmosphere. Architecture becomes a feedback mechanism between research, performer, and audience. Situated within Riverbend Park along the Charles River in Boston, the building emerges from the landscape as a walkable extension of the park. The building twists to weave research and experimentation into performance, allowing innovation to unfold through space and sound. Sloped roofs and terraces invite occupation beyond scheduled events, allowing the public to engage with the building through movement, pause, and observation. Interior and exterior conditions overlap, expanding performance into the landscape and bringing the park into the building. Continuum positions architecture as an active participant in sonic exploration.

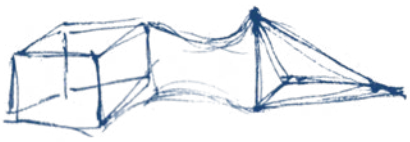




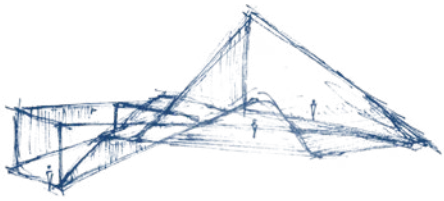
DESIGN INSPIRATION

SITE & THOUGHT PROCESS

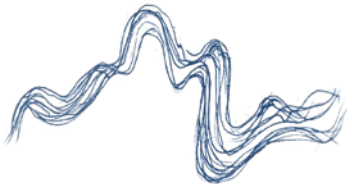




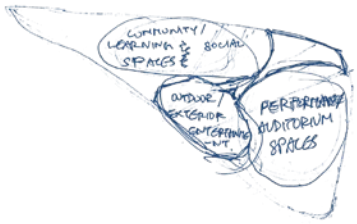
Rectangle to Triangle



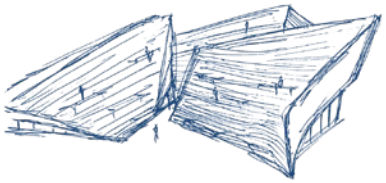
Connecting Research to Final Output



Flow of Charles River



Main Program Planning



Overall Exterior Experience

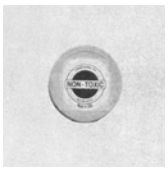


Interior Experience

Surrounded by Boston's spirit of innovation and sound, the site naturally evolved into a space that fuses research with performance, leading to material experimentation

PROTOTYPE - SONOCHROMIC FABRIC

SOUND TO COLOR



Thermochromic Paint



Cotton Fabric



Power Supply



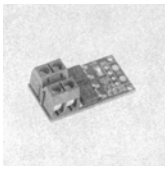
Alligator Clip Wires



Amplifier



Nichrome Wire



Mosfet



Passive Speaker



AUX Cable



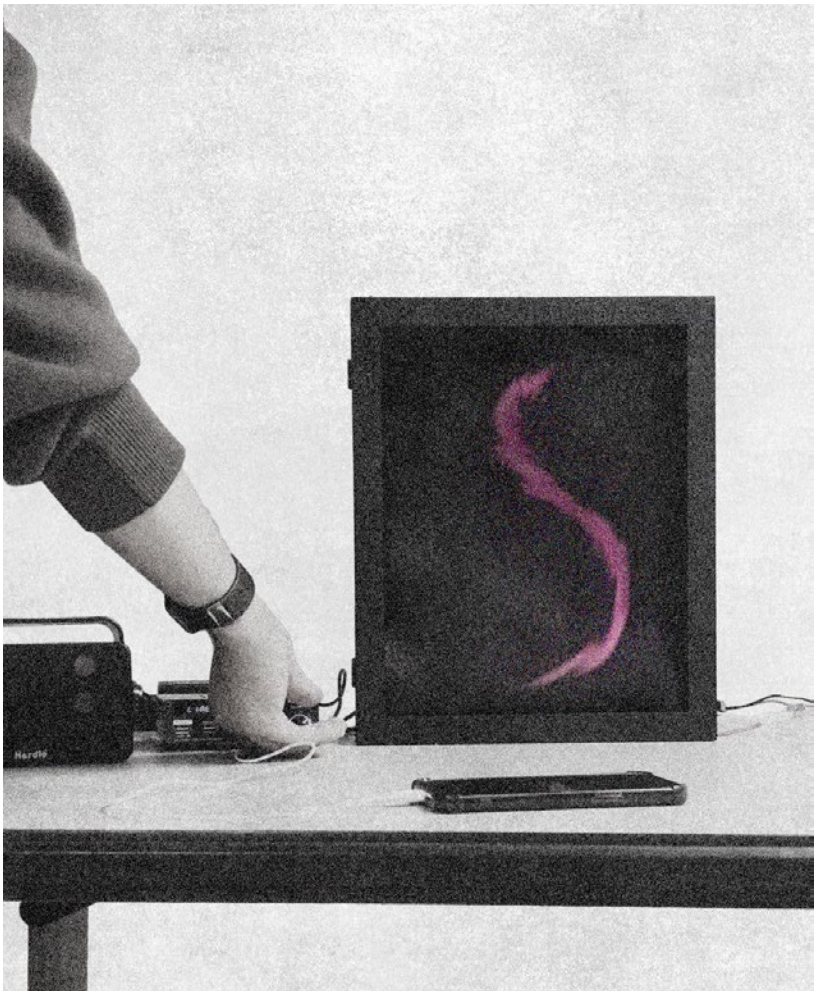
Wires

Sonochromic Fabric is an innovative textile system that visually responds to sound frequencies by dynamically changing color.

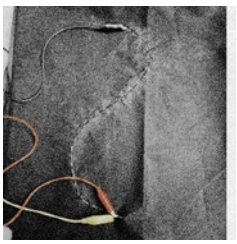
Utilizing thermochromic pigments, the fabric reacts to heat generated through the conversion of speaker vibrations into electrical energy.

As music plays, the fabric absorbs and distributes heat unevenly, causing rhythmic, **real-time color shifts that mirror the intensity and frequency of the sound.** When the music stops, the fabric gradually returns to its original state, creating a dynamic and ephemeral **interaction between sound and visual expression**.

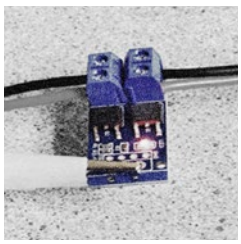
This technology explores the intersection of acoustics, thermodynamics, and **interactive design**, offering new possibilities for concert halls, performance spaces, and immersive installations.



Final Prototype



Stitching wire into fabric



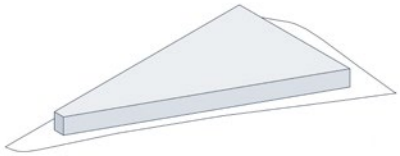
Mosfet reacting with light



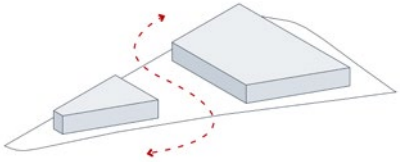
Connecting wires to mosfet

RESEARCH & IDEATION

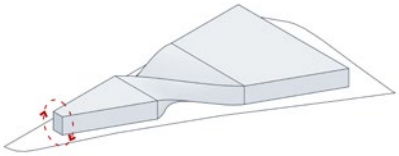
CONNECTING RESEARCH & EXPERIENCE



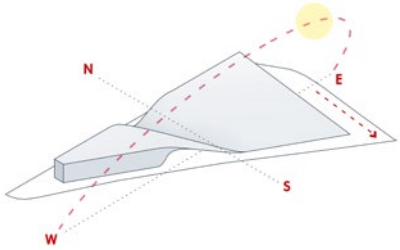
LARGE MASS



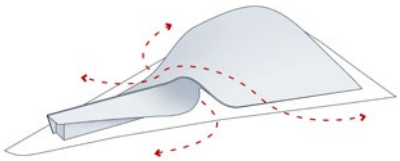
OPENING UP PUBLIC ACCESS



WEAVING RESEARCH & PERFORMANCE

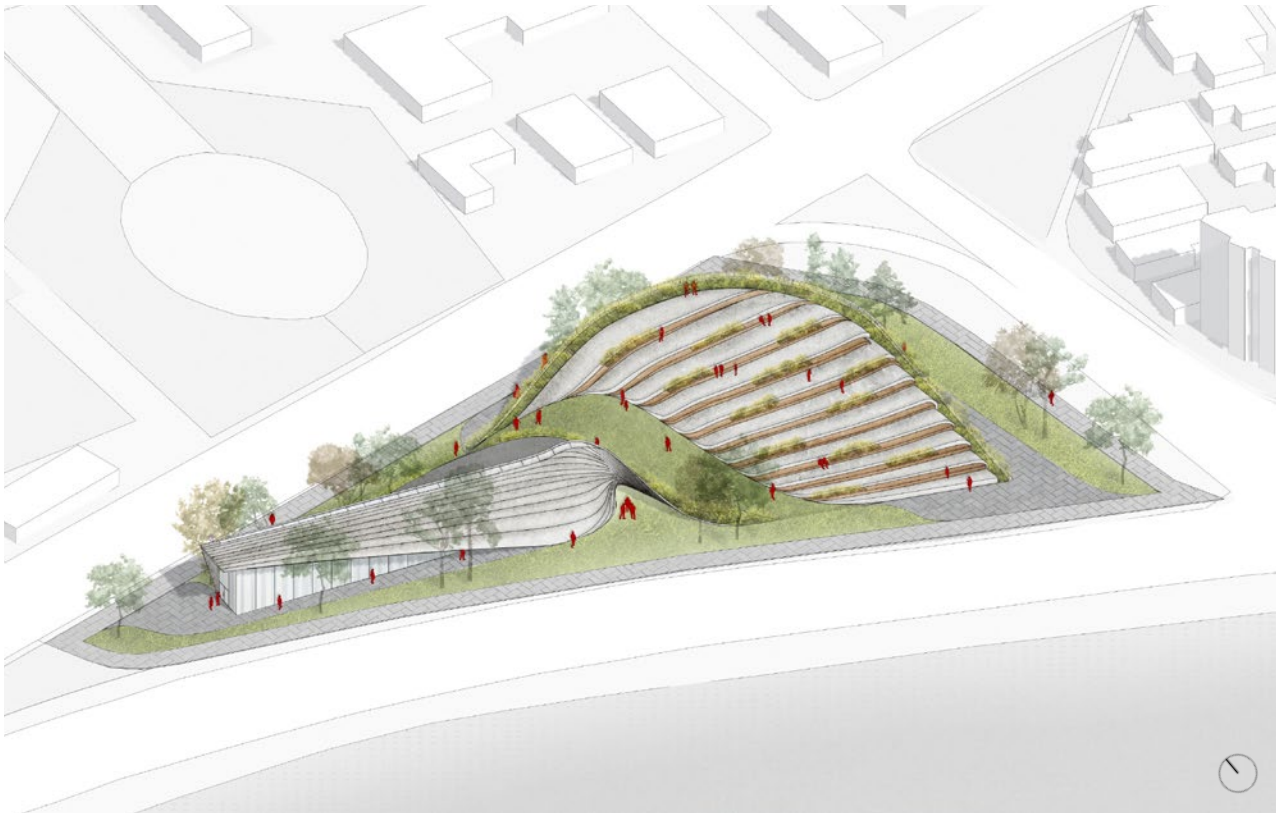


TWISTING FURTHER FOR VIEWS



ACCESS ABOVE AND BELOW

The form embodies a dialogue between research, experimentation, and performance. This relationship invites visitors to experience not only the final outcome but also the process behind it - prototypes, tests, and evolving ideas. The Twist above functions as a canopy, symbolizing this connection. The roof extends this experience, offering visitors an elevated vantage point to enjoy the surrounding views, honoring the site's former life as a public park.



FINAL MASSING



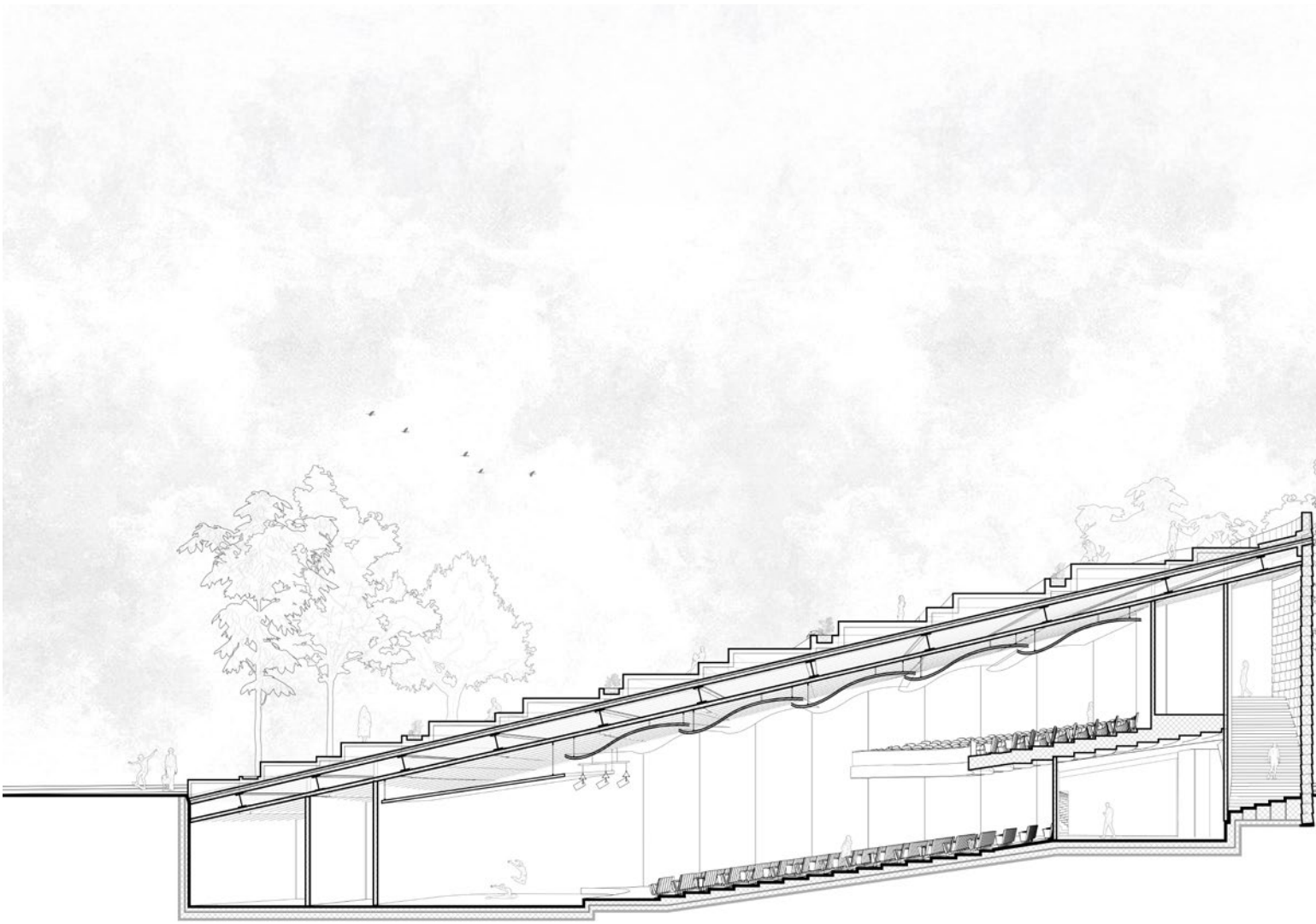
NORTH ENTRANCE



AUDIO MUSEUM WITH EXHIBITS AND IMMERSIVE SOUND SPACES

SECTION

AUDITORIUM, PROTOTYPE & STEPPED ROOF



The auditorium slopes downward to draw focus toward the performance, immersing visitors beneath the fabric ceiling panels. The angled roof extends this ex
itself into a performance - opening new spaces for gathering and framing views of the Charles River

PLANS

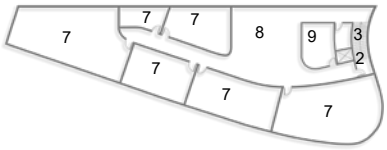


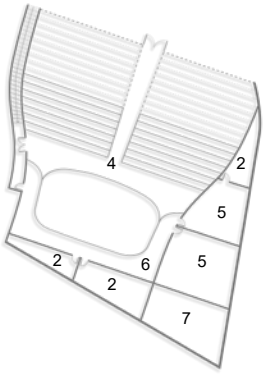
xperience outward, turning the building



MAIN FLOOR

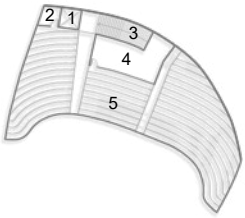
1- Entrances/Exits
2 - Spatial Audio Museum
3 - Elevator
4 - Stairs
5 - GN Restroom
6 - Mech, Elec, Storage
7 - Lounge
8 - Gift Shop/Merch
9 - Auditorium
10 - Green Room
11 - Backstage
12 - Studio





BASE LEVEL

1 - Elevator
2 - Mech, Elec, Storage
3 - Stair
4 - Auditorium
5 - Green Room
6 - Backstage
7 - Studio & Research Spaces
8 - Lounge
9 - GN Restroom



BALCONY SEATING

1 - Elevator
2 - Mechanical
3 - Stair
4 - Audio & Visual Processing Room
5 - Balcony Seating (Auditorium)











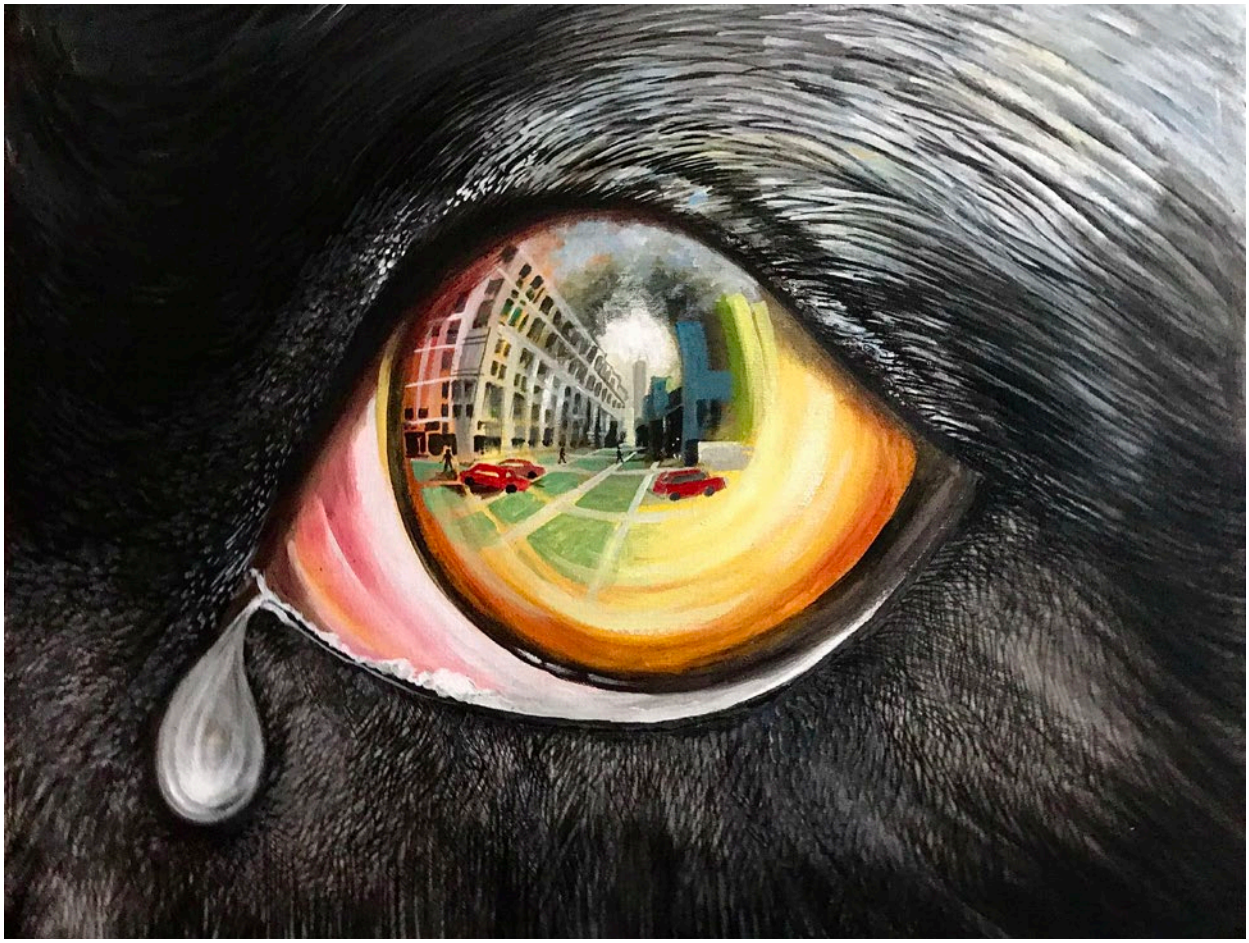
ONDINE

Furniture : Dynamic Floor Lamp
Materials : Granite rock, copper, acrylic, metal pipe

Photographs Video

Inspired by the ephemeral beauty of ripples across a still surface, 'Ondine' (meaning "little wave") translates the poetry of water into light. Its design centers on the interplay between motion and stillness, evoking a sense of contemplation. The lamp incorporates an acrylic tray filled with water, which moves gently in response to its surroundings, casting dynamic ripple patterns onto nearby surfaces. These ever-changing reflections create an atmosphere that is both serene and alive, encouraging introspection. The ripples serve as a metaphor for the impact of small moments, illustrating how even the slightest movement creates waves.
Crafted from elemental materials, this sculptural lamp embodies a harmonious balance between nature and design.

The organically shaped copper lampshade exudes warmth and patina, while the solid rock base and sleek metal pipe bridge natural and industrial elements. The design of the lamp is thoughtfully modular, with a detachable lamp pole, removable lampshade, and acrylic vessel, allowing for seamless transport and reassembly.
By merging light, motion, and materiality, this design invites reflection on the echoes of water and the beauty of constant motion, transforming spaces into sanctuaries of quiet wonder.



FORGOTTEN

Size : 75 cm x 60 cm
Medium : Acrylics on Canvas

This painting portrays the perspective of a stray dog living amongst a human dominated world. The busy street, tall buildings and cars, that are reflected off the dog's eye, represent the lack of space and closure for stray animals on the streets. I added a teardrop to emphasize the plight of these animals. The reason for the dog's eye being wide open is because of the fear that it faces on a day-to-day basis. I wanted to incorporate both an emotional and angular perspective through this piece.



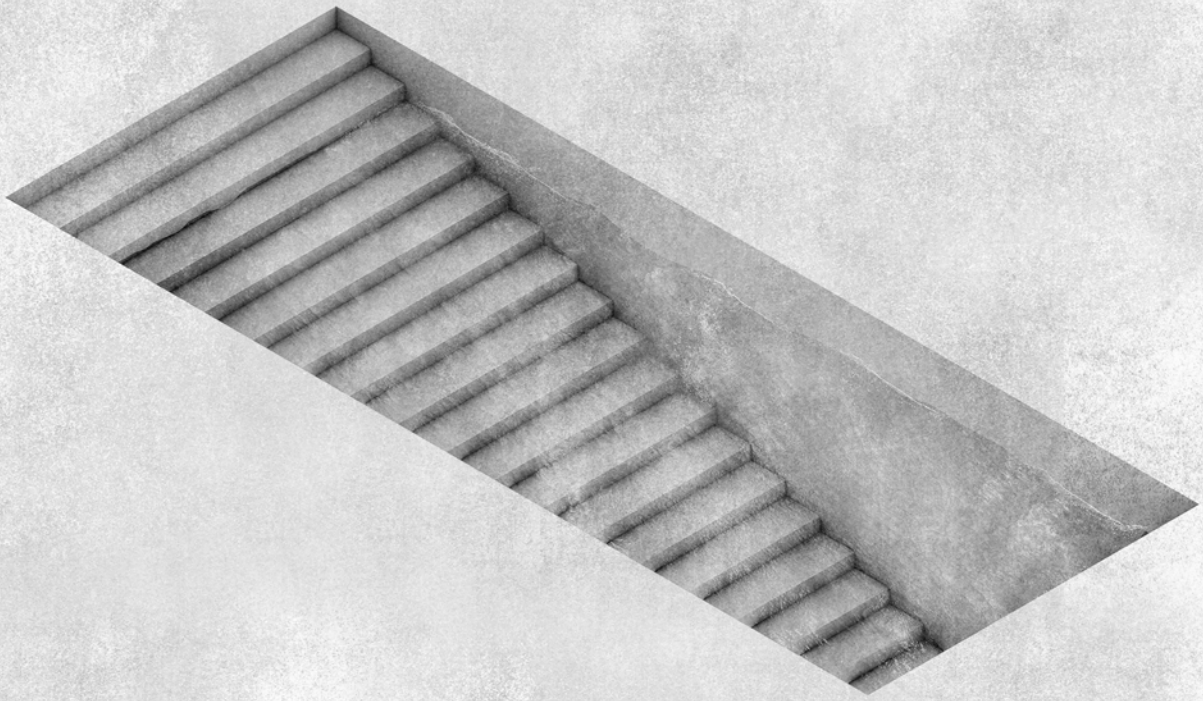
SPOKANE PAVILION

Location : Spokane, WA, USA
Medium : Photograph - DSLR - Canon 5D Mark IV

During my time at WSU, my classmates and I decided to take a trip to Spokane, WA to the famous Spokane Pavilion. The sun set and the light show started. During this time, I captured the lights forming this beautiful pattern from the inside.



SCAN FOR MORE



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