

JUSTIN RICHARDS
ARCHITECTURE
PORTFOLIO

POST-GRADUATION // EDITION 02

JUSTIN RICHARDS

Architectural Designer & Freelance Graphic Designer



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Digital Garden: <https://www.behance.net/voyagr>

Profile:

After two years in the field, I am looking to continue my architectural career in a new setting. My current career goals are to progress through the Architectural Experience Program and eventually take the Architect Registration Examination, and more recently I have become interested in acquiring CDT certification. I am looking to continue my career with a team that will allow me to continue developing as a professional while making meaningful contributions to project success. I believe my meticulousness and dedication to giving every project the attention it deserves can make me a productive part of any team.

Honors and Awards:

Dean's List (8/8 Semesters)

Academic Excellence High Honor Roll Award (4/4 Years)

Chemistry Achievement Award

NASA Finalist in Design and Prototyping Award (NASA HUNCH PROGRAM)

Fall 2019 – Spring 2023

2016 - 2019

June 2018

May 2018

Education:

Alfred State College of Technology

Alfred, NY, August 2019 – May 2023

Graduated Magna Cum Laude, GPA: 3.77

Bachelor of Science in Architectural Technology (B.S.A.T.)

Minors in Graphic Design and History

My time studying at Alfred State provided me with a deep knowledge of Revit and related technical programs, as well as a strong foundation of building and codes knowledge that I will carry with me and expand upon with every new project.

Fairport High School

Fairport, NY, September 2015 – June 2019

Graduated with Cumulative Average: 95.51%

Mastery in Mathematics and Science

High School elective courses such as architecture, CAD, and graphic design laid crucial foundations for skills that I would build upon during my time studying at Alfred State.

Skills:

Autodesk Revit



I have been practicing and growing my knowledge of Revit since it was first introduced to me in spring of 2020. Every project I have worked on since then has been in Revit, giving me plenty of time to learn and pick up more useful program knowledge.

Autodesk AutoCAD



After going from zero experience with AutoCAD to using every day for the last two years in a professional setting, I am pleased with the proficiency I have built up in this previously unfamiliar software. I am eager to continue exploring this software.

Chaos Enscape



Prior to my summer internship with NEW, I preferred Revit's built in rendering engine, however after experiencing the ease of the Enscape workflow and quality of its output, I have been using it and learning more about it ever since.

Adobe Photoshop



I picked up Photoshop in 2016 after outgrowing Paint.NET as my program of choice. At first I taught myself how to use the program using YouTube tutorials, though I eventually formalized my knowledge of the program in high school and college courses.

Microsoft Office Suite



After two years of experience in a professional setting I have been able to familiarize myself with PowerPoint, Word, Excel, OneNote, OneDrive, Outlook, and Teams. OneNote has become an essential piece of my daily workflow.

Adobe Illustrator



I first started using Illustrator in a high school graphic design course in 2019. While I prefer Photoshop for most projects, I know when it's time to employ Illustrator's superior vector processing, especially when it comes to architectural diagramming.

Experience:

Project Designer

APD | July 2024 - Present

My time with APD provided me with experience at many different levels of the typical project process. As a result of quick project turnaround time, I was able to see multiple projects through from conception to construction.

- Most of my time was dedicated to drafting and annotating full sets of construction drawings for commercial projects.
- I gained valuable experience coordinating with all disciplines of engineers on retrofit projects and new construction.
- I was trained to submit projects at all stages, whether that be directly to the client for periodical reviews, to the AHJ for permitting, or to the contractors for bidding and construction.
- I honed my reviewing abilities on many occasions, both on my own work and that of my peers.

Architectural Intern

New Energy Works Timberframers | June 2022 - August 2022

While I was with New Energy Works I was given the opportunity to put into practice some of the skills I had practiced during my first three semesters at Alfred State, and pick up new skills to carry through my last year of school.

- A majority of my time was spent transitioning schematic design drawings to construction drawings for residential projects.
- I was given the opportunity to create a Revit family based on the available specifications of a proprietary fireplace.
- I gained experience working on takeoffs for projects across the country and dealing with their varying building and zoning codes.

Freelance Graphic Designer

Voyagr GFX | February 2017 - Present

Ever since I started playing around with Paint.NET and Photoshop, I've been designing for myself and others. I started by working for friends who were game developers and eventually moved on to taking on odd jobs that came my way.

- Since 2017 I have been designing a collection of nearly 500 desktop wallpapers for myself. My focus in the last few years has been on learning how to add motion to those projects as animated wallpapers.

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THE GORE



PROJECT TITLE: SUGAR HILL INDUSTRIAL PARK PILOT RESEARCH FACILITY

PROJECT INITIATED: MID JANUARY 2023

PROJECT COMPLETED: MID MAY 2023

PROJECT OVERVIEW:

A semester-long project that condensed the entire process of designing an industrial research facility into 15 weeks. I was tasked with developing a highly detailed and realistic building that was tailored to the needs of a certain industry and product of my choosing.

SKILLS DEVELOPED:

A major component of this project was the biweekly progress reports and presentations. Every presentation touched on a different facet of the building's design; concept development, site considerations, sustainable design practices, structure, enclosure, life safety systems, accessibility, code compliance, and more. Each presentation had an associated report to be completed, which made me familiar with various building analysis programs, such as Autodesk Insight, COMcheck, and Tally.

Design Option 1 - The Core

Design Option 1 is a central core with wings. The core is a central vertical element, and the wings are horizontal elements extending from the core. The design is based on the core and the wings, and the wings are designed to be as efficient as possible. The design is based on the core and the wings, and the wings are designed to be as efficient as possible. The design is based on the core and the wings, and the wings are designed to be as efficient as possible.

Design Option 2 - The Renzo

Design Option 2 is a more complex, interconnected form. The design is based on the core and the wings, and the wings are designed to be as efficient as possible. The design is based on the core and the wings, and the wings are designed to be as efficient as possible. The design is based on the core and the wings, and the wings are designed to be as efficient as possible.

Design Option 3 - The Rational

Design Option 3 is a grid-based layout. The design is based on the core and the wings, and the wings are designed to be as efficient as possible. The design is based on the core and the wings, and the wings are designed to be as efficient as possible. The design is based on the core and the wings, and the wings are designed to be as efficient as possible.

[illegible]

The Core is intended to represent the intersection between nature and technology. The building itself is formed from the very soil that once made up the site, and its purpose is to research shifting edge technology. The technology is fluid and cosmetic, while the concrete earth walls of the Core are subtle ideas into the site. The building itself is beautiful in its own right, has a more passive aesthetic than the color shifting technology it is designed to house. These ideas, instead of conflicting, complement and emphasize one another.

[illegible]

Illumination

Natural light will be furnished throughout the building by a receptor that will extend the ridge of the roof. This light is exerted all the way down to the first floor in the hallway and the room side.

Ventilation

Wherever there are secondary subunits of the receptor will be areas in which ventilation exhaust and adjust heat in the case and the top of the building as cool air flows in through the lower subunits.

Sufficient space is provided for an individual in a room to be provided with a window and the transfer from the subunit to the toilet counter.

Sufficient space from below left in front of an individual to allow a subunit to be used in the office.

Diagram illustrating the ventilation and illumination of a building. The left side shows a cross-section of a building with a central corridor and rooms, with arrows indicating air flow from the roof down into the rooms. The right side shows a plan view of the same building, with arrows indicating air flow from the roof down into the rooms. The diagram is labeled 'Illumination' and 'Ventilation'.

COMcheck

Checklist for Passive Design (5th better than code)

Design light better than code.

Design heat better than code.

Design water better than code.

Item	Yes	No	Not Applicable
1.01	Yes (0.5)	Yes (0.5)	Yes (0.5)

Accessible Parking

Two accessible parking spaces are located on the same level providing lot and drive access to the building entrance or other in a minor parking lot.

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Two accessible parking spaces are located on the same level providing lot and drive access to the building entrance or other in a minor parking lot.

Cut / Fill

Minimize the cut and fill and utilize for rammed earth walls.

LEEDv4

LEED Green Score calculated: 79 / 80 points possible.

[illegible]

This architectural section drawing shows a building with a central courtyard area containing a large, leafless tree. On either side of the tree are two-story wings. The wings have flat roofs and are divided into multiple rooms. The drawing is a black and white line art style, showing the structural elements and room divisions.

Ceiling Plan & HVAC

No lights or HVAC are present in the hallway ceiling due to the glass walkway. Sprinklers are present along either side of the hallway.

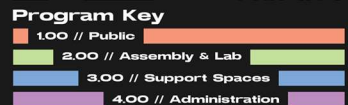
The layout of nearly all lighting, ventilating, and fire protection elements conform to the curved walls.

All of the ductwork is woven through the steel trusses before it drops down.

[illegible]

DEVELOPMENT

Project 1 // Phase 2 Presentation Concept Design ARCH 8306 Justin Richards



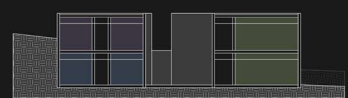
The Core
The Core is a circular building designed to be the central hub of the campus. It is a circular building designed to be the central hub of the campus. It is a circular building designed to be the central hub of the campus.

Plan Diagram

Lower Level Upper Level



Section



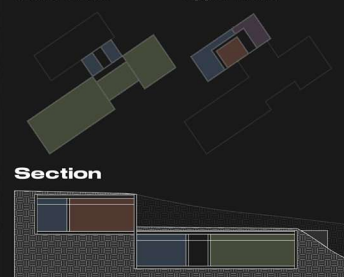
The Renzo

The Renzo is a rectangular building designed to be the central hub of the campus. It is a rectangular building designed to be the central hub of the campus.

Plan Diagram

Lower Level

Upper Level



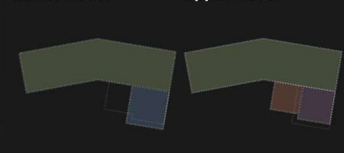
The Rational

The Rational is a rectangular building designed to be the central hub of the campus. It is a rectangular building designed to be the central hub of the campus.

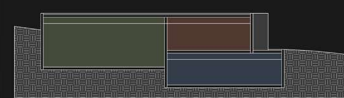
Plan Diagram

Lower Level

Upper Level

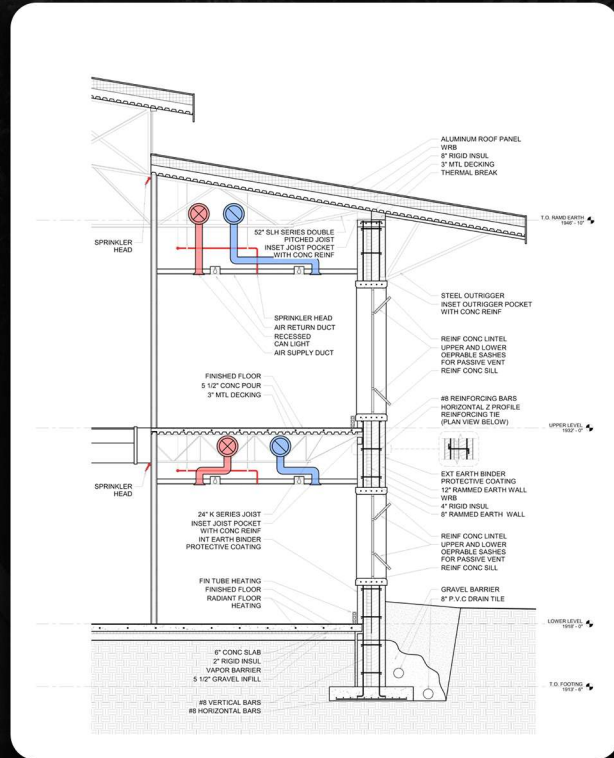
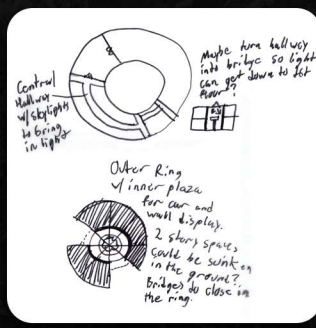


Section



Inceptual Sketches

These were the first sketches on tracing paper that resembled what The Core would become by the end of the semester. This is where the ideas for a hollowed out circular form, centralized hallways with glass floors that allow light to permeate down to the lower level, and an elevated walkway joining the two halves together originated.



Final Detailed Wall Section

The wall section from The Core's design development presentation boards on page 02. I am especially proud of how this wall section came together as a synthesis of the entire semester's work on the various systems within the building and its structure.

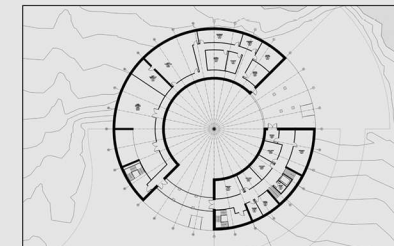
Vignette 3

Building Structural Systems and Enclosure Systems

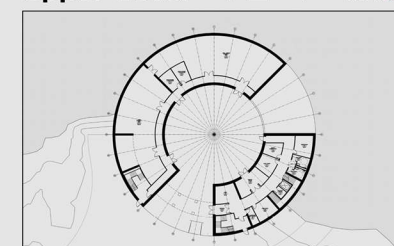
ARCH 8306 Justin Richards

Structural System

The Core utilizes SIREWALL's Structural Insulated Rammed Earth wall. This version of rammed earth construction uses approximately 10% portland cement in its mixture, and employs rebar to provide additional support and stabilize the two wythes of earth. The wall is composed of a 12" exterior wythe, followed by 4" of rigid insulation, and an 8" interior wythe. Both faces are treated with a protective coating of Earth Binder, allowing the surface of the rammed earth to remain visible on the interior and exterior of the building without being damaged by weather or crumbling on the inside. Between the spaces are K series and SLH series steel joists that span from rammed earth wall to rammed earth wall without needing any intrusive columns between them.



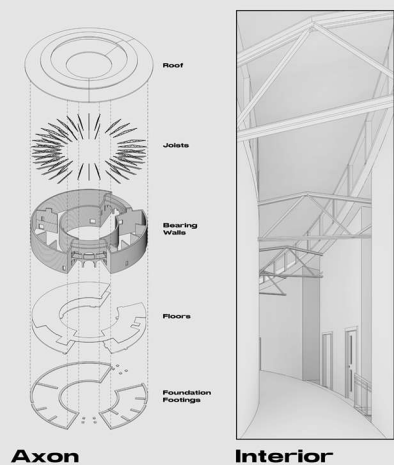
Upper Level



Lower Level

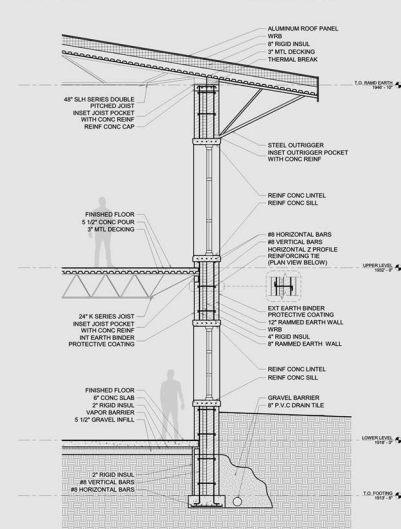


Building Section



Axon

Interior



Wall Section

Building Structural Systems and Enclosure Systems Presentation

The presentation boards from the third of the four vignettes this project was divided into. It was during this phase that The Core evolved from being something that only looked interesting, to being something that actually was interesting. This phase of the project made me start to appreciate The Core as something that was pleasing aesthetically and technologically.



THE ERIE DEPOT



PROJECT TITLE: WELLSVILLE ERIE DEPOT ADAPTIVE REUSE PROJECT

PROJECT INITIATED: MID APRIL 2022
PROJECT COMPLETED: MID MAY 2022

PROJECT OVERVIEW:

This project tasked me with breathing new life into an abandoned train station in Wellsville, New York while preserving its unique characteristics. The exterior of the building was to remain relatively intact, though I was given free rein of the interior, as well as the program(s) that would fill the building.

SKILLS DEVELOPED:

This project familiarized me with the intricacies of historic reuse and renovating existing structures. I also gained valuable experience documenting the building's existing conditions and gathering dimensions to build my own highly detailed BIM representation of the building.

JUSTIN RICHARDS

WELLSVILLE ERIE DEPOT ADAPTIVE REUSE

ORIGINALLY DESIGNED SPRING 2022
REVISED AND IMPROVED FALL 2023



EXTERIOR VIEW

PROJECT DESCRIPTION:

The Erie Depot of Wellsville, New York has been closed and rotting for over 50 years. After a recent change in ownership, it was decided that the building would finally be set on a track towards adaptive reuse. My proposal for the building's future is to fill the former train station with a character-filled bistro and a bite-sized ice cream parlor. This century old building takes on new functions and a new look that pays homage to the styles of the glory days of the railroad.



SITE PLAN NORTH



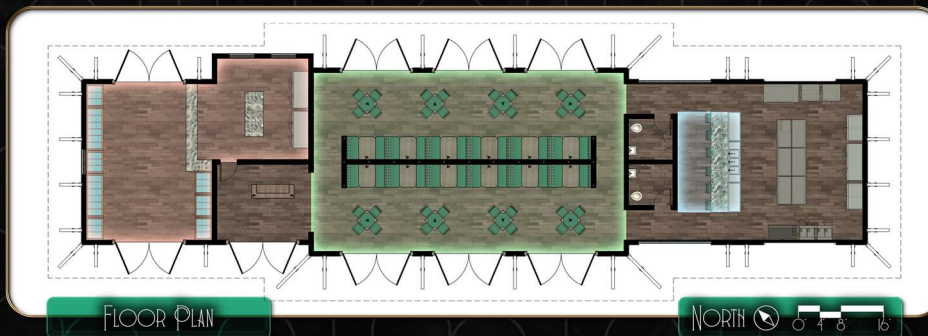
ELEVATIONS

W

S

E

N



FLOOR PLAN

NORTH

PROGRAM HIGHLIGHTS:

Ice Cream Parlor: A secondary operation that not only supplements the primary use in the bistro, but can operate independently.

Bistro Dining Room: Inspired by a bygone era, this bistro offers an anachronistic alternative to the typical dining experience in Wellsville.

The Nighthawk Lounge: A unique space designed around the interaction between patrons and employees. A social patron may opt to have a drink here and chat with a barkeep or the chefs as they prepare meals.



ICE CREAM PARLOR



BISTRO DINING ROOM



THE NIGHTHAWK LOUNGE

DEVELOPMENT

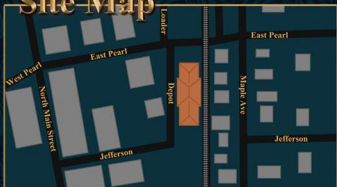
Erie Depot Adaptive Reuse

Justin Richards Spring 2022

Street View



Site Map



Elevations



West Elevation

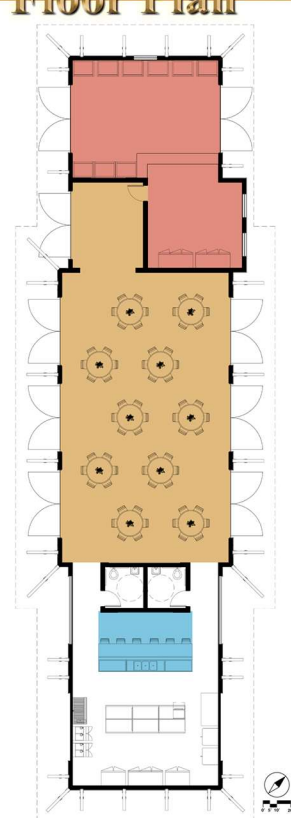


North Elevation South Elevation



East Elevation

Floor Plan



Ice Cream Parlor



Dining Room



Nighthawk Lounge



Existing Conditions: The Dining Room

This was the main waiting room when the Erie Depot was still in use as a train station, though it has since been cleared out and the windows have been boarded up. My adaptive reuse plan fills in the middle doorway, formerly a phone booth, and expands the doorways on either side into arches that lead back to the kitchen and the new Nighthawk Lounge. The windows are all replaced with french doors that attempt to adhere as closely as possible to the design language of the original windows.



Existing Conditions: The Parlor

This was what appears to be a baggage room or a smaller lobby space that passengers would circulate through to get to the platform. The ages have not been kind to this room and it has seen some damage from the elements. My adaptive reuse plan removes the wall on the left and fills in the window on the right so that this space, along with the space between the two wooden doors on the western end of the building can serve as an ice cream parlor.



Wellsville Erie Depot Adaptive Reuse Final Presentation

The final presentation boards for The Erie Depot, exactly as they were presented back in 2022. While I was more than satisfied with these boards at the time of their presentation, they deserved to be refreshed while I was bringing everything up to date for my portfolio.



THE BARGADE



PROJECT TITLE: ALFRED INFILL

PROJECT INITIATED: MID MARCH 2022

PROJECT COMPLETED: MID APRIL 2022

PROJECT OVERVIEW:

This project tasked me with designing a corner infill building in a historic section of Main Street in Alfred, New York. The final design needed to simultaneously fit in with the existing historic buildings while also not seeming as if it was trying to imitate their design languages.

SKILLS DEVELOPED:

Prior to this project all of my previous academic work fit into a traditional, classically inspired design language. I was thankfully persuaded by my professor to push out from my comfort zone and come up with something more contemporary and more easily distinguished from its traditional surroundings. As a result, I produced my most unique building yet, and got out of my shell as a designer.

The Barcade

Alfred Corner Infill Project

Justin Richards Design Studio 4
Designed Spring 2021 // Revisited Winter 2023



South Main Street and Saxon Drive View [Exterior] (Cloudy Day)

At the intersection of South Main Street and Saxon Drive, within the college town of Alfred, NY, one can find a lot left vacant after a fire claimed the building that once stood there. An outdoor art gallery has been the lot's temporary occupant until a permanent solution can be found. The project briefing called for a new mixed use building to be proposed that would fill both the physical and programmatic voids left at the corner of main street.

This lot also happens to be part of the Alfred Village Historic District, so the proposed building must find a way to stand out enough that it will not be confused with the historic buildings it abuts, while also taking enough cues from the surrounding buildings that it does not sour the entire street or call too much attention to itself.



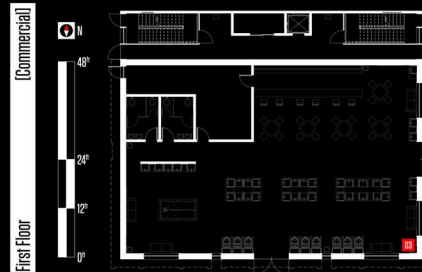
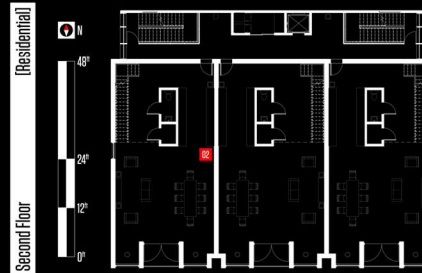
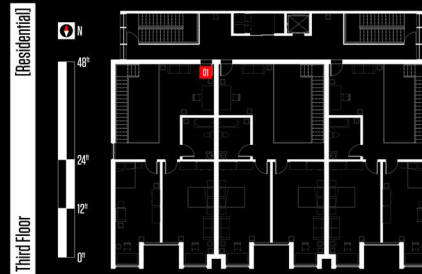
Exterior Isometric

This project draws its name from the proposed space that will occupy the building's first floor. A new social hub and entertainment space in the form of an arcade bar for students and permanent Alfred residents to kick back and relax after a long day. The two upper levels, visually distinct on the exterior, are off-campus student apartments.

01 The first interior rendering shows off the space at the top of the stairway in the westernmost residential unit. The skylight in this space allows for light to be tunneled straight down through the core of each residential unit. This skylight is integral to the middle unit that only possesses windows on its southern facade.

02 The second interior rendering shows off the living room-dining room combo that occupies the lower level of each unit. These spaces are illuminated by the natural light that is able to penetrate the building through the southern facade's angle fenestration.

03 The third interior rendering provides an elevated view of the arcade bar at night when all the neon lights and signs are turned on and illuminating the space. The arcade space dominates the foreground while the bar counter and dining space occupy the background.



West Elevation

South Elevation

East Elevation



01 Stairway // Skylight [Third Floor] (Residential)



02 Living Room // Dining Room [Second Floor] (Residential)



03 Barcade // Dining Space [First Floor] (Commercial)



South Main Street and Saxon Drive View [Exterior] (Rainy Night)

DEVELOPMENT

Alfred Corner Infill Final Presentation

Justin Richards

Semester Six

Barcade Proposal

The proposed building contains a bar and arcade on the first floor and three two bedroom apartment units on the second and third floors.



Street View



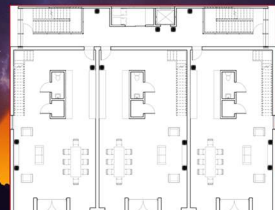
Site Plan



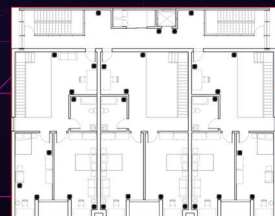
South Elevation



First Floor Plan



Second Floor Plan



Third Floor Plan



East Elevation



Barcade Space (First Floor)



Living & Dining Rooms (Second Floor)



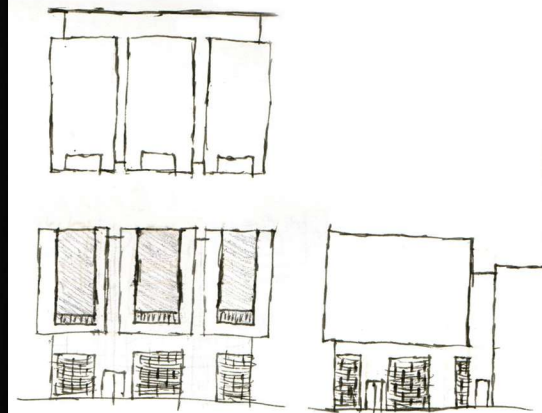
Balcony & Study Space (Third Floor)



Master Bedroom (Third Floor)

Inceptual Sketches

These were the first sketches that resembled the final iteration of The Barcade. The idea for the three bay design of the residential levels and the mostly storefront lower level originated here.



Arcade Machine

This was a custom arcade machine asset I created while revamping The Barcade for my portfolio. Since I would be filling the arcade space with machines, I knew I needed to either find a set of models with enough variation to not look too repetitive, or make my own model with adjustable material parameters.

Alfred Corner Infill Final Presentation

The final presentation boards for The Barcade, exactly as they were presented back in 2022. These might have been some of my most egregious presentation boards, and as such taught me many lessons on what not to do for future presentations. For all subsequent presentations I believe I managed to find a better balance between making the boards appealing without sacrificing the effectiveness of the presentation material.



THE ALAN Z. RICHARDS VISITING ARTIST CENTER

PROJECT TITLE: ALFRED VISITING ARTIST CENTER

PROJECT INITIATED: LATE MARCH 2021
PROJECT COMPLETED: EARLY MAY 2021

PROJECT OVERVIEW:

This project was the result of a semester spent studying the fundamentals of facade design and the commercial building type. The goal of the project was to create a unique live-work space that would attract artists, who in turn would create captivating art to attract patrons to the gallery space.

SKILLS DEVELOPED:

This was one of the first projects I completed in Revit and I believe it laid the foundation for a lot of my strengths in the program. I strove to include as much detail as I could through the use of sweeps for cornices and custom models for unique features like the pergolas.

Justin Richards
Design Studio 2

Designed Spring 2021
Revised Winter 2023



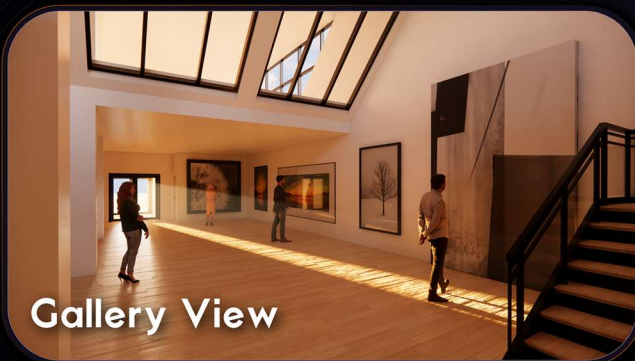
Exterior View

The Alan Z. Richards Visiting Artist Center provides artists with a place to live, work, and display their work while visiting Alfred, NY.

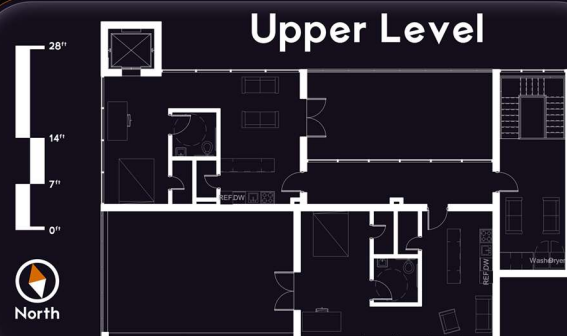
The building takes advantage of electrochromic glass to allow for expanses of glass to adorn the walls of the artist studios and apartments.



Exterior Axon



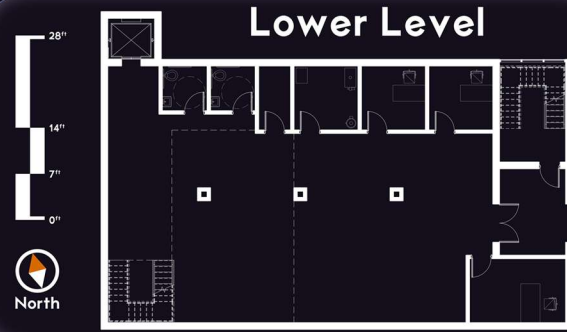
Gallery View



Upper Level



Ground Level



Lower Level



NW Axon



SW Axon



SE Axon



NE Axon



Transverse Section



Longitudinal Section



West Elevation



South Elevation



West Elevation



North Elevation

DEVELOPMENT

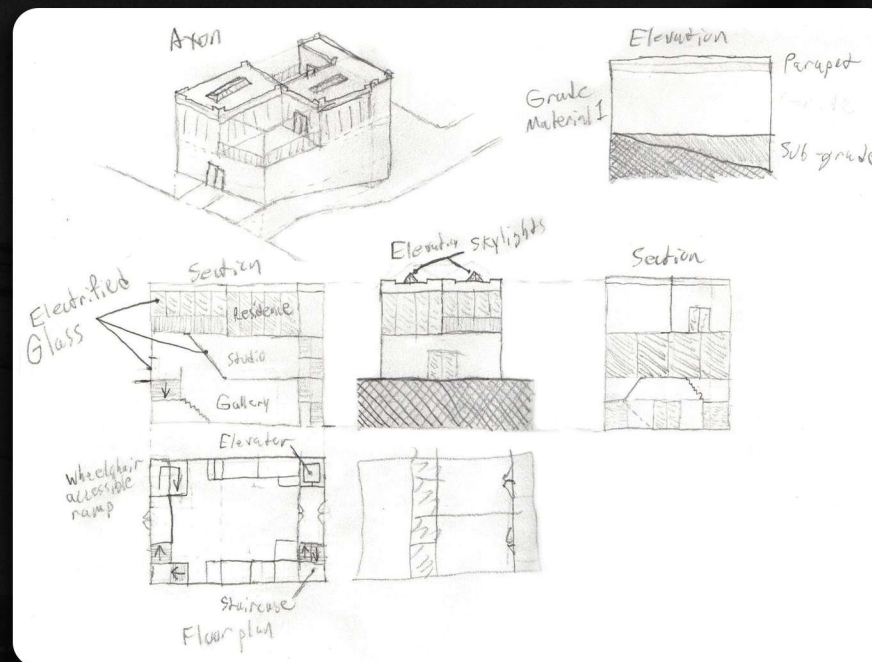


Final Presentation Boards (2021)

The final presentation boards for the AZR VAC, exactly as they were presented back in 2021. Even though I completely redesigned the presentation materials for the portfolio version of this project, I have a soft spot for these original boards. In hindsight there are so many obvious flaws with these boards, but at the time of their presentation, these boards were some of my best work to date. To be able to look back on these boards and see how much more I've grown since then is gratifying.

Final Site Model

The site model prepared for the AZR VAC's final presentation. The site model was a collaborative effort by the whole studio. I was responsible for the gable roofed building that appears in the bottom of the image. For the model of the AZR VAC I opted for a papercraft technique, which for my first attempt was not terrible, but there was obviously room for improvement, which a second pass would have partially resolved.



Early Schematics

These were some early sketches completed during the schematic design phase of the project. These sketches contained the broader essence of the building, but went through many more iterations in terms of layout, circulation, and fenestration.





THE LIGHTHOUSE OF THE LOST

PROJECT TITLE: THE FINAL GENOCIDE MEMORIAL COMPETITION

PROJECT INITIATED: EARLY SEPTEMBER 2021

PROJECT COMPLETED: MID SEPTEMBER 2021

PROJECT OVERVIEW:

A design competition that called for “a memorial design to honor the victims of genocides throughout history.” The final design would need to be educational, communicate these tragedies without being hindered by language barriers, and be sensitive and respectful to those who lost their lives.

SKILLS DEVELOPED:

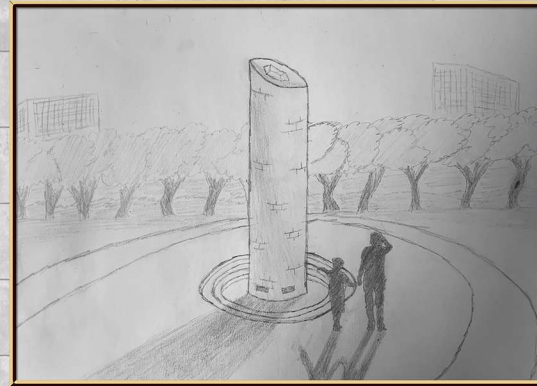
I believe this project was useful in developing the ability to think of a building as a sculptural entity. This project pushed me to imbue every element of the monument with meaning and importance, and to make sure that meaning was discernible across a wide range of languages and cultures.

The Final Genocide Memorial Competition

Justin Richards
Arch 5306 Fall 2021



View from Eye Level



Initial Sketch and Idea

The original idea for the monument comes from abstract ideas like a wound in the Earth à la Maya Lin, but builds upon it by representing the recovery from that wound, and rising from the ashes. The pool at the base of the pillar is filled with water that flows from a spout located at the top of the pillar. On the top face of the pillar is a column of iridescent glass that carries light down through the pillar to the base where it escapes through the shafts and shines on the water, giving it an other-worldly appearance.

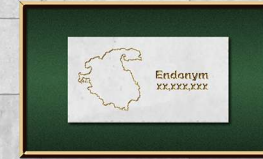
Since the original concept, a bit has changed in terms of the monument's silhouette and what it represents. It now takes on a lighthouse motif, which is an internationally recognized concept that is able to symbolize hope and destination. The prism that ran down the pillar has been transformed into a wider, rooflike element that serves as a cap for the composition. A waterfall emerges from the top of the monument and flows gracefully down the side of the monument until it reaches the pool below. The footprint of the monument has also shifted from a circle to a septagon to represent the seven continents of Earth. Since Antarctica has not been the setting for any genocides, the seventh side is dedicated to all genocides yet to occur or be officially acknowledged.



Elevation



Site Map



Inscriptions

Sample brick with inscription that displays a nation's endonym as well as how many lives were lost to genocide within that nation. This provides a nearly language barrier free solution to inscriptions.



Prism

Within the top of the monument are two diverging channels that form a waterfall. This water is pumped up from the pond below and recycles itself through the system.



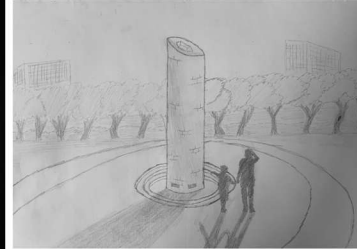
Axonometric View

DEVELOPMENT

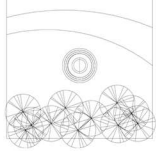
The Final Genocide Memorial Competition

Justin Richards - ARCH 5306 - Fall 2021

Concept 1 - "Iridescent Pillar"



The idea for the Iridescent Pillar and its surrounding pond comes from abstract ideas like a wound in the Earth à la Maya Lin, and being able to find the light at the end of the tunnel and rise from destruction. The pond at the base of the pillar is filled with water that comes from a spout located at the slanted top of the pillar. On the top face of the pillar is a column of iridescent glass that carries light through the pillar to the base where it escapes through the cut outs and shines on the water making it appear other worldly.



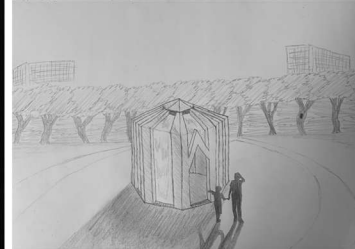
The physical appearance of the pillar would be as clean and sterile as possible. A white stone brick would be ideal allowing for bricks throughout the pillar to bear the names and stories of the different genocides around the world that it memorializes.



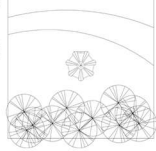
The Final Genocide Memorial Competition

Justin Richards - ARCH 5306 - Fall 2021

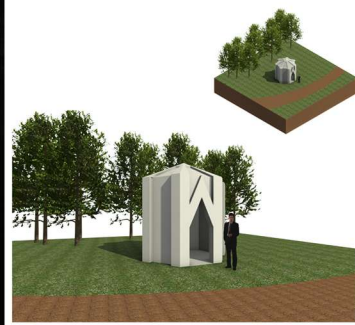
Concept 2 - "Septagon"



The idea for the Septagon draws more literally on the qualities of the Earth. It has 7 sides, 6 of which represent continents where Genocide has occurred, and the seventh being the doorway. Within the Septagon would be panels on each wall with inscriptions cut out detailing the names and stories of genocides around the world. Behind each panel would be a light which would illuminate the letters making them incredibly noticeable within the dark room. Each wall memorializes a different continent's genocides while the doorway, a lack of wall, represents the victims of genocides yet to be acknowledged and recorded.



The physical appearance of the structure would be a dark red/brown granite along the protruding corners and a smooth black on the indentations. Flowing over the indentations would be a small amount of water coming from the openings at the top.



The Final Genocide Memorial Concept Design Presentation

The concept design presentation boards for The Final Genocide Memorial, exactly as they were presented back in 2021. The final design for The Lighthouse of the Lost ended up being a synthesis of both concept options.

The Final Genocide Memorial Competition Justin Richards Arch 5306 Fall 2021



View from Eye Level

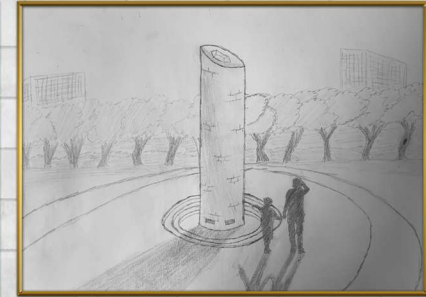
Since the original concept a bit has changed in terms of the monument's structure and what it represents. It now takes on a lighthouse motif which is an internationally recognized concept that is able to symbolize hope and destination. The prism that ran down the pillar has been transformed into a wider rooflike element that serves as a cap for the composition. A waterfall comes out of the top of the monument and runs gracefully down the side into the pond below. Finally, a pump in the center shoots water gently into the top of the prism letting water bounce off it and into the pond.



Elevation



Site Map



Initial Sketch and Idea

The original idea for the monument comes from abstract ideas like a wound in the Earth à la Maya Lin, but builds upon it by representing the recovery from that wound and rising from the ashes. The pond at the base of the pillar is filled with water that comes from a spout located at the top of the pillar. On the top face of the pillar is a column of iridescent glass that carries light down through the pillar to the base where it escapes through the shafts and shines on the water, giving it an other-worldly appearance.



Inscriptions

Sample brick with inscription that displays a nation's endonym as well as how many lives were lost to genocide within that nation. This provides a nearly language barrier free solution to inscriptions.



Waterfall

Within the top of the monument are two diverging channels that form a waterfall. This water is pumped up from the pond below and recycles itself through the system. A second pump also shoots water upwards.



Axonometric View

The Final Genocide Memorial Competition Final Presentation

The final presentation board for The Final Genocide Memorial, exactly as it was presented back in 2021. The portfolio revamp of this presentation board maintained the same styling and similar layout, but included updated renderings, overall graphical improvements, and some additional text added.



THE VOYAGE



PROJECT TITLE: HIGH LINE REDEVELOPMENT

PROJECT INITIATED: MID NOVEMBER 2022

PROJECT COMPLETED: MID DECEMBER 2022

PROJECT OVERVIEW:

This project was the culmination of a semester spent studying the intersection between Architecture and Urban Design. Using the Urban Design practices I was taught about during the semester, I was tasked with redeveloping an underutilized lot and its surrounding area adjacent to the High Line in NYC.

SKILLS DEVELOPED:

This was the first project I utilized Enscape rendering on for my final presentation. I further developed my Photoshop skills to layout what I believe are my best presentation boards, graphically. I advanced my Illustrator skills to create effective diagrams that communicate key features of the project.

Urban Design Studio

Project 3 - High Line Redevelopment

Final Design Presentation

Semester 7, Fall 2022

Justin Richards

"THE VOYAGE"

High Line Art Bar and Gallery



Axon:



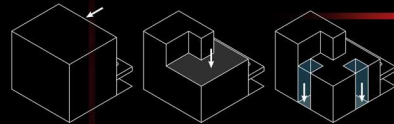
Urban Planning Precedent Research:

At the beginning of this project I was tasked with researching the smart city as an urban design concept. Smart cities use the internet of Things, or IoT to better process, and distribute data. Most smart city technologies are invisible to the unaware observer, that is you wouldn't know they're even there unless you knew beforehand. One piece of smart city technology that is able to be seen easily is smart street lighting, which I have chosen to implement on the site and adjacent streets. Smart street lighting uses sensors to detect movement and illuminate for a period of time around that detection. This provides great energy efficiency because the lights don't need to be on all night if no one is walking near them. Smart street lights can also house many other smart technologies within them, such as traffic sensors that can help to improve traffic flow by collecting data and changing it with other street lights to provide traffic flow solutions. They can also be used as signal towers to improve livability and bring with it people walking around the city. Finally, they can be utilized for surveillance with cameras, however this can be controversial when considering who has access to the cameras.

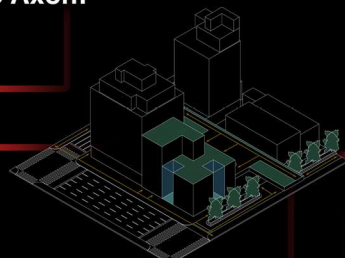


Design Development:

Volumes:

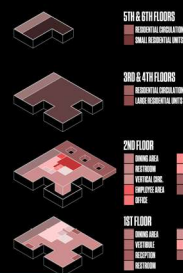


Site Axon:



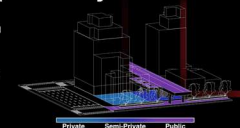
Green Space Fenestration Circulation

Program Axon: Lighting Path:

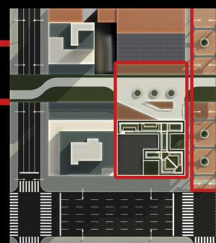
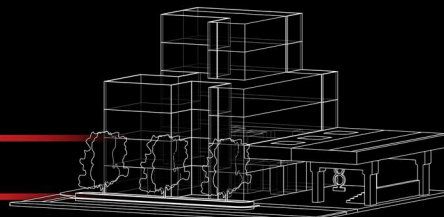


5TH & 6TH FLOORS
COMMERCIAL CIRCULATION
SMALL COMMERCIAL UNITS
3RD & 4TH FLOORS
COMMERCIAL CIRCULATION
LARGE COMMERCIAL UNITS
2ND FLOOR
DINING AREA
KITCHEN
OFFICE
1ST FLOOR
DINING AREA
KITCHEN
OFFICE

Privacy Gradient:



Connection Axon:



East Elevation:



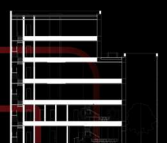
North Elevation:



West Elevation:



Lat. Section:



Long. Section:



Site Plan:

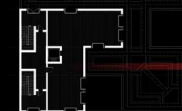
The building is placed on the corner of 10th and 20th in the Chelsea district of New York City. Along the northern side of the building is 20th Street, which has been redesigned as a street plaza. West of the building is the High Line along with the new elevated plaza that connects the building to the High Line. Below that is the new flexible event space that connects to the street plaza.

Floor Plans:

6



5



4



3



2



1



Renderings:

Render 1: The new flexible event space underneath the High Line. The space is currently arranged to show an artist showcasing a new sculpture in a small outdoor setting. The space could easily be rearranged to serve as an additional dining space, a small music venue, a temporary market, and just about anything else that can be set up in an open space.

Render 2: The rooftop gardens of the building. The gardens require a portion of the available roof space to be utilized for greenery, as a private garden space is available to building residents. The gardens are a perfect place to get some fresh air and look out over the High Line and Chelsea district.

Render 3: The Voyage at night showing off its distinct lighting. One of the pieces of criticism I received during the schematic design presentation was that the building, partially housing modern art, did not reflect that program on the exterior. Steel modern art galleries call attention to themselves with a visually exciting exterior. Considering the form of the building to call attention to it did not feel appropriate to me with the given site context, so the next apparent option was to use more shape to draw in the eye while still representing consistent with the site context. This signage also reinforces the building's theme, as the line represents the line on a map designating the path one might take on a voyage.



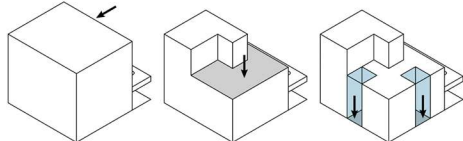
DEVELOPMENT

URBAN DESIGN STUDIO
JUSTIN RICHARDS

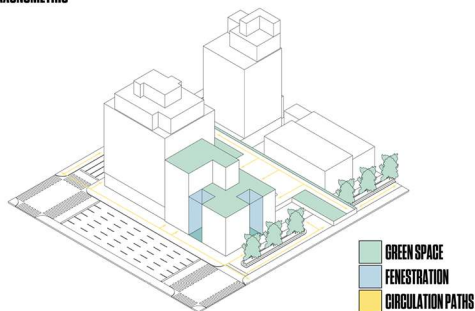
PROJECT 3 - HIGH LINE REDEVELOPMENT
SEMESTER 7, FALL 2022
PHASE 3 - DIAGRAMMING

HIGH LINE ART BAR SCHEMATIC DESIGN PHASE

VOLUME AXONOMETRIC



OVERVIEW AXONOMETRIC

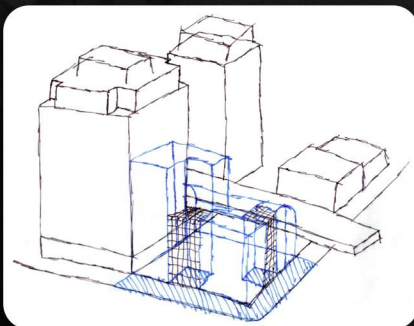


Schematic Design Presentation [Board 1]

These were the initial diagrams I presented in class as I was figuring out what the defining characteristics of this project were going to be. The first diagram showed how I arrived at the physical shape the building would take on. The second diagram showed how I planned to carry some of the vegetation from the High Line onto The Voyage's rooves and down to the sectioned off portion of 20th Street that would be converted to a pedestrian zone.

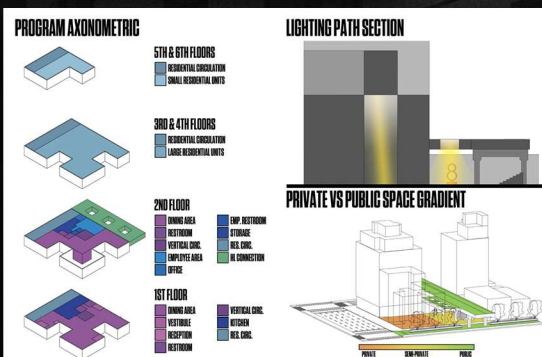
Schematic Design Presentation [Board 2]

The third diagram shows the different floor layouts. The fourth diagram shows the way light permeates through the green spaces and through the High Line to the flex space below. The fifth diagram shows the gradient between public and private spaces. The sixth diagram shows the connection point to the High Line and how the building compares in scale.

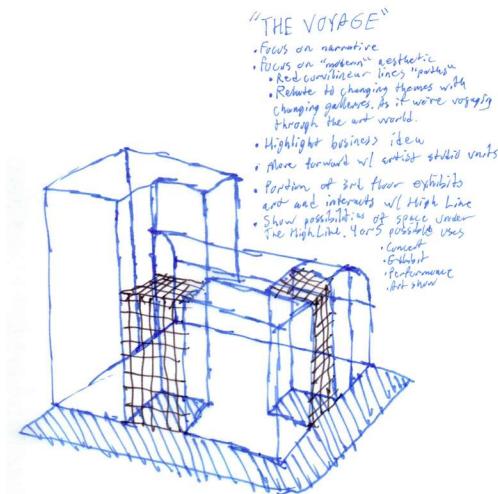
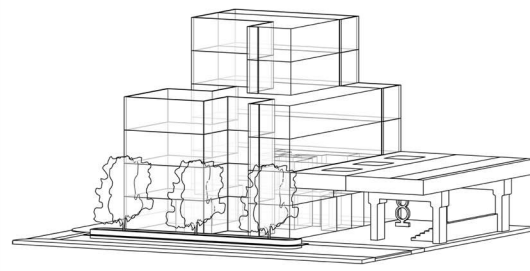


In Context Sketch

These were two sketches overlaid on tracing paper done to get a better idea of how The Voyage would look within the context of the buildings adjacent to it, as well as explore the relationship between the High Line, its connection to The Voyage, and their relationship with the pedestrian zone and the flex space underneath the High Line.



PROGRAM AND HIGH LINE INTERSECTION AXONOMETRIC



"THE VOYAGE"

- Focus on narrative
- Focus on "modern" aesthetic
- Red corrugated lines "pushes"
- Relate to changing themes with changing galleries, as it were voyaging through the art world
- Highlight business ideas
- Plan forward w/ artist skilled vants
- Portion of 3rd floor exhibits art and interacts w/ High Line
- Show possibility of space under the High Line, 4 or 5 possible uses
- Concept
- Exhibit
- Performance
- Sit down

Inceptual Sketch

This was the first sketch on tracing paper that resembled what The Voyage would become by the end of the semester. What got afterwards was fairly faithful to this sketch, namely the two void sections that serve as green spaces, and the split roof elevations, though the rounded section in the back did not make it off the page.

When The Voyage became The Voyage

The notes scrawled out next to this sketch were done immediately after the receiving feedback on my schematic design presentation. The main critique I got from that feedback was that the building did not resemble a modern art gallery. This was when I had the idea to adorn the building with its signature red neon lines, which also became part of the building's narrative.



Precedent Research: Historical Fabric

This map was created as part of the research done before design work began on The Voyage. The map shows how art galleries have taken over a majority of the rentable space west of 10th Avenue, which informed the decision to make The Voyage's program art related.

Precedent Research: The Smart City

This diagram was made to show potential urban planning interventions for the streets adjacent to The Voyage. The smart street lamps that only illuminate based on motion and the reutilization of underused parking spaces were adapted for The Voyage.

