



WORK+LIVE+PLAY ANNEX SF

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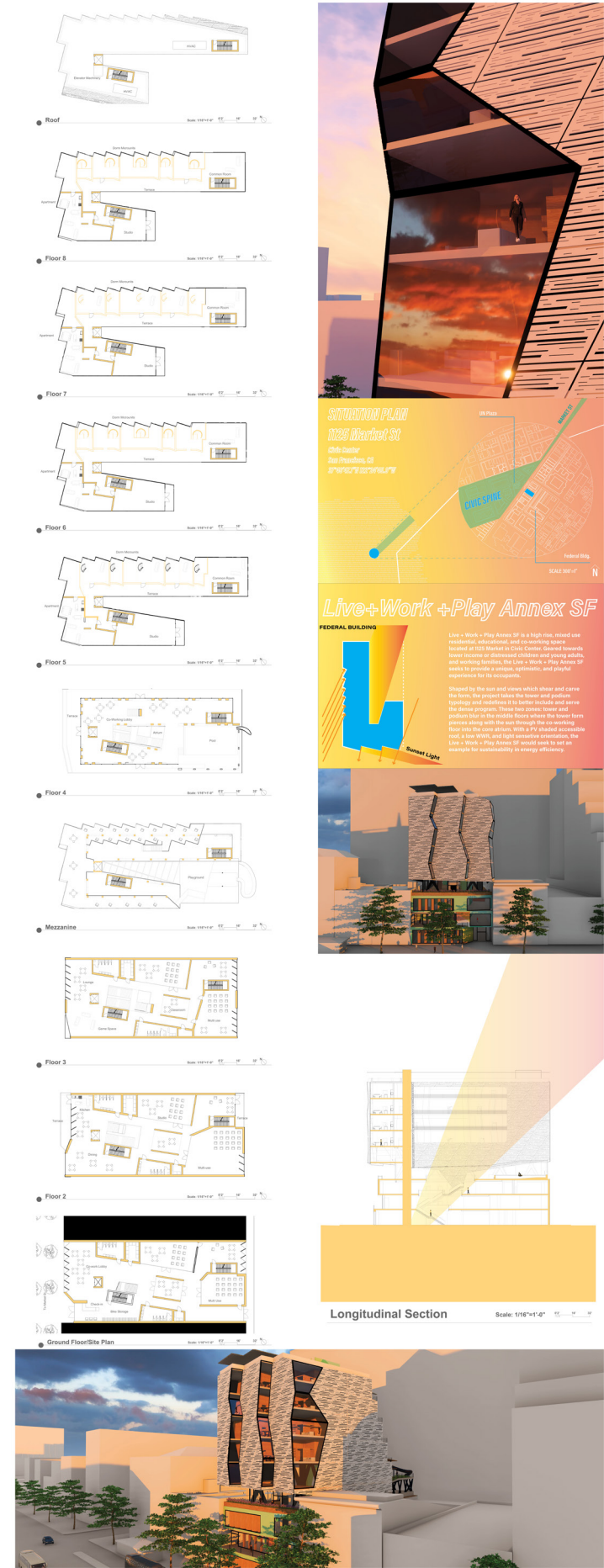
3_ Design Process

Research/Warm-Up Project
Early Design Studies
Interim Review Progress
Precedents

Live+Work+Play Annex SF

Site Location: 1125 Market St. San Francisco, CA
 Program: Mixed Use-Residential
 Square Footage: ~80,000sf

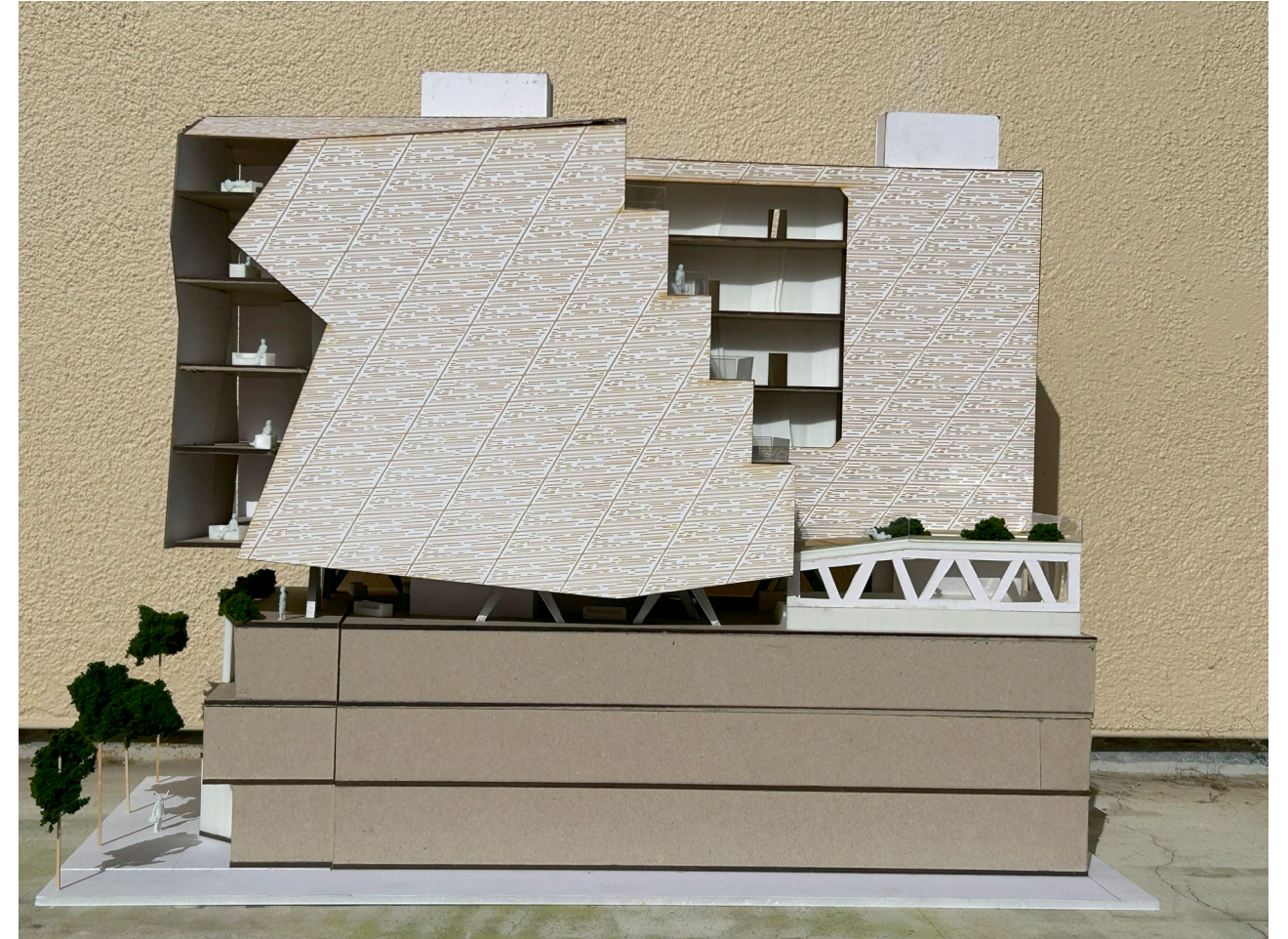
The Live+Work+Play Annex SF is a mixed use residential high rise located in the civic center to provide housing, education, and afterschool programming for children and working families in SF. The site is located at the kink in the civic spine of the city on a narrow lot that receives little direct sun for much of the year as a result of neighboring buildings and orientation. This led to light as a major driver of form, which seeks to maximize the exposure to what little light there is. Thus the mass shears and carves according to the presence of light, and views along the civic spine towards city hall. The program is allocated according to an altered tower and podium format, where childcare program sits in the lower podium and residential is located in the tower perched above. However these features bend the definitions of these classifications and in the middle floors they mix together where the upper mass pierces into the lower atrium carved out by the sun. Natural light fills the lower spaces from the atrium within and the glazing without to create enjoyable spaces for occupants and residents. The form and facade are designed to be site specific in their response to physical conditions, but also to make good on the bombastic potential of its location on the civic spine. It is a place occupants can be proud to have and enjoy as a unique, and uniquely San Francisco, building.



The process of design for this project was largely driven early by quick modelling and diagramming, and later on by rigorous 3D modeling in Rhino. This led to quick innovation early on, where a lot of concepts were created and discarded in the process. Later on the 3D modeling helped to resolve the complex spatial relationships within the form due to its complexity. It also really helped in the facade creation aspect.

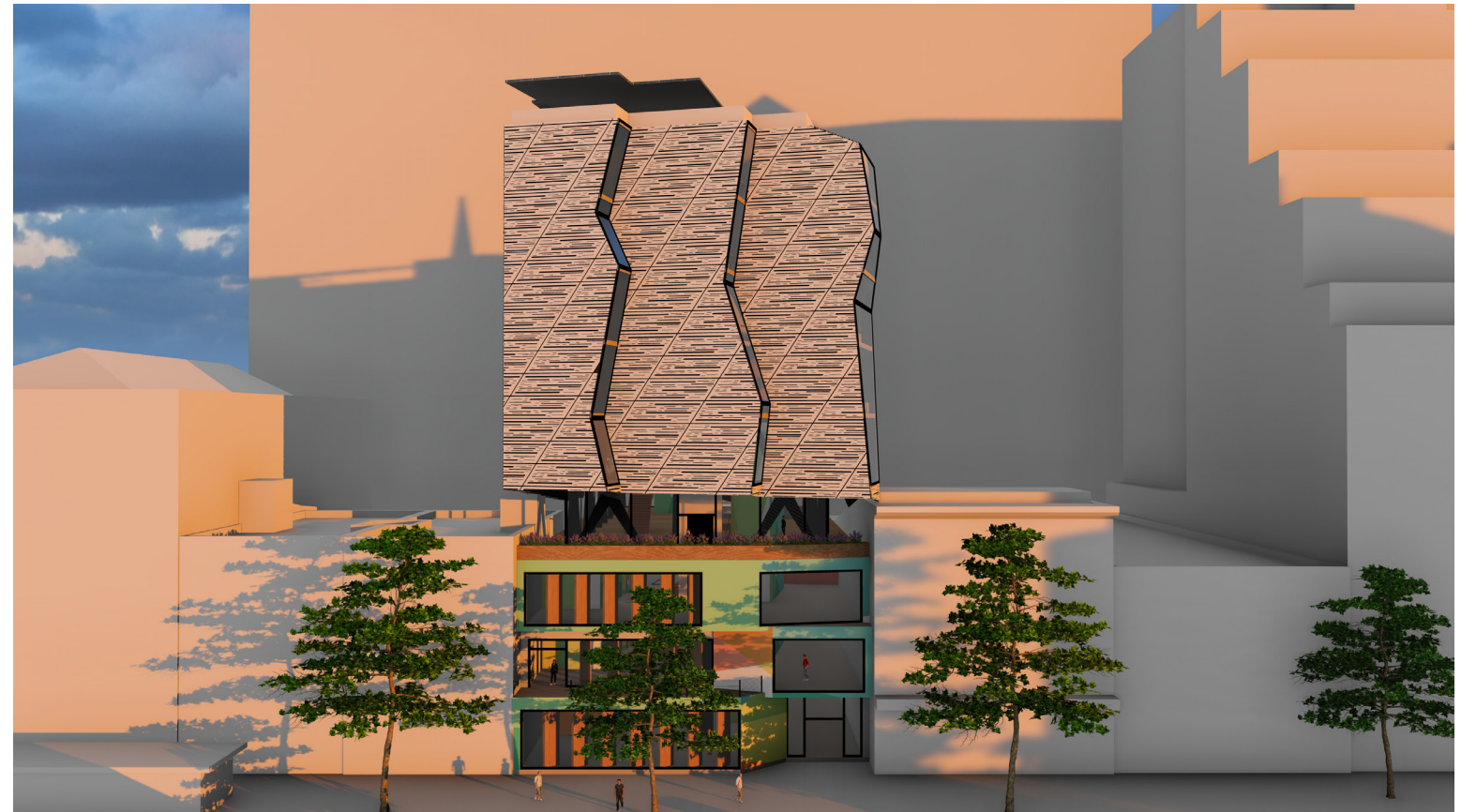
One such thing that stuck out to me was the saying, "don't let the perfect become the enemy of the good." In my work, I spent a lot of time refining various aspects of the project that in hindsight were a bit of a distraction from communicating core deliverables well. My perfectionism can lead me to produce good refined work but it can also slow me down creatively as I become less receptive to new ideas if I deem them bad out of turn. From the reviews I was cautioned to trim the fat on some of the expressions of program to prevent the project from being too complicated for its own good. This project seemed to go well for me, but I also recognize the many shortcomings in the project, beyond what the reviewers had time to mention.

I am looking forward to learning better project management skills to streamline my workflow to more efficiently execute my projects rather than get lost in the weeds of endless refinement and experimentation. I would get a lot more sleep if I did. I also am looking forward to build more skills outside of digital modeling and rendering. Those are my bread and butter, I have always relied on those tools to refine and showcase my projects, but I feel it is time to develop other skills rather than rely solely on technology. I will get this in Fowler's studio.

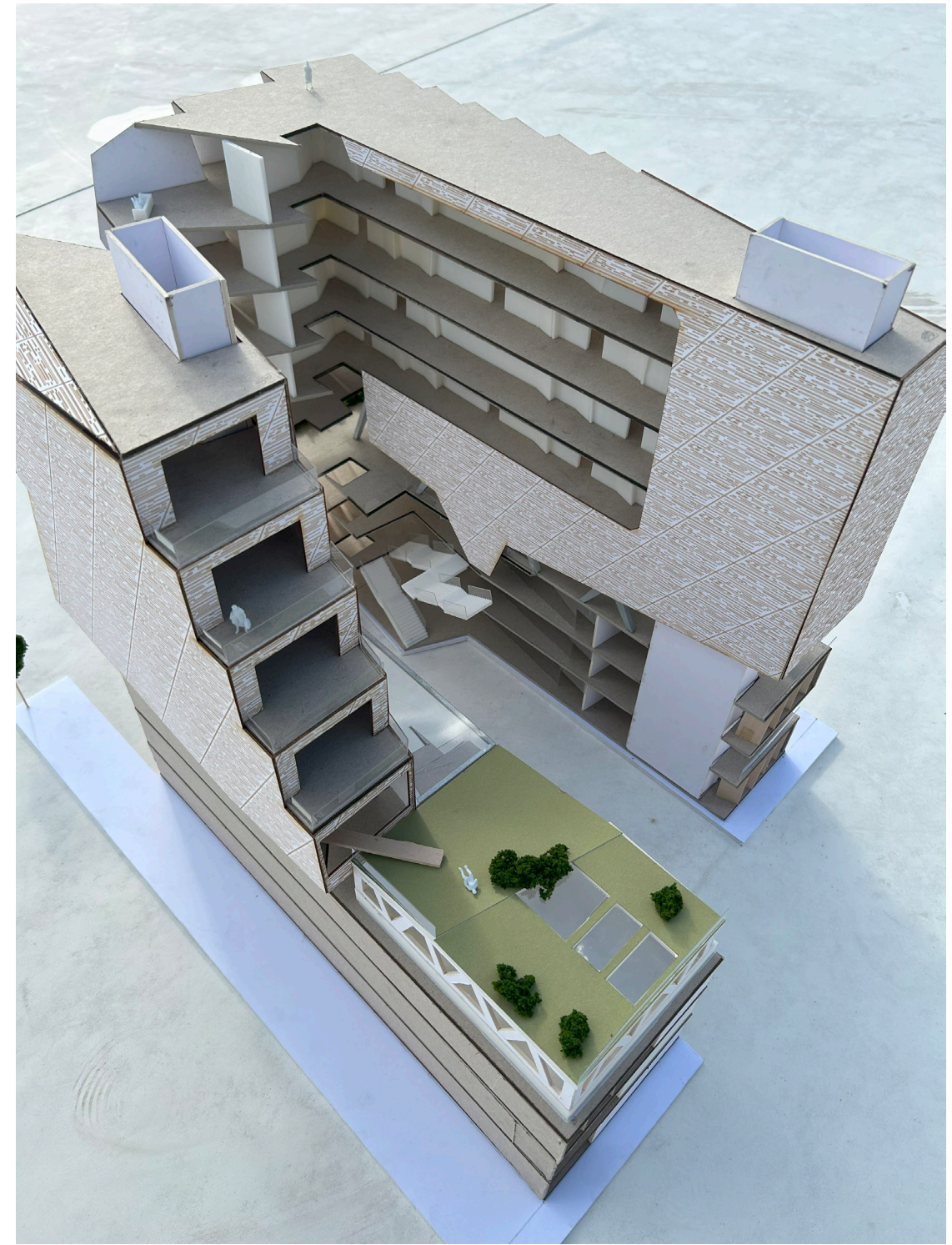






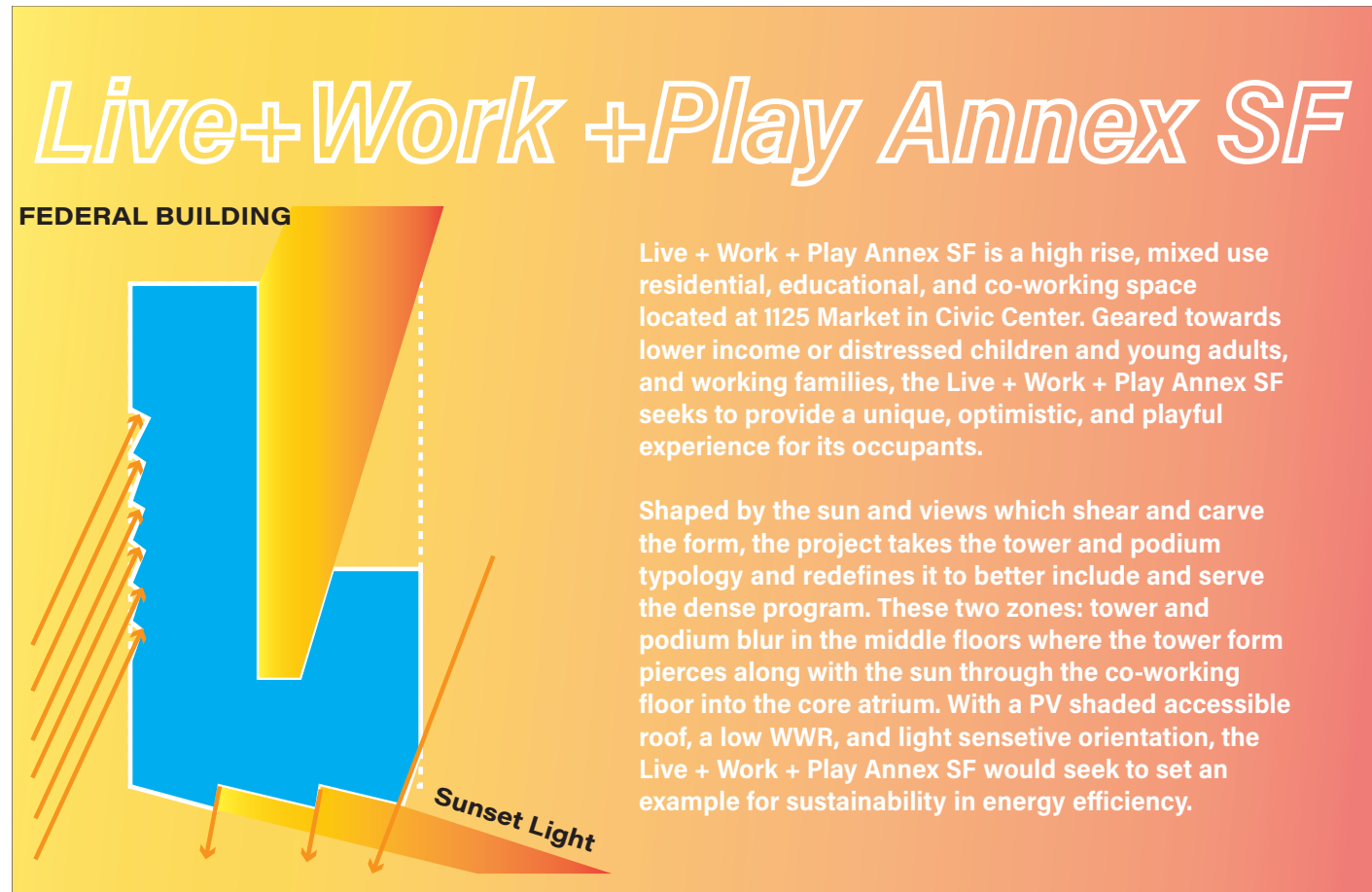




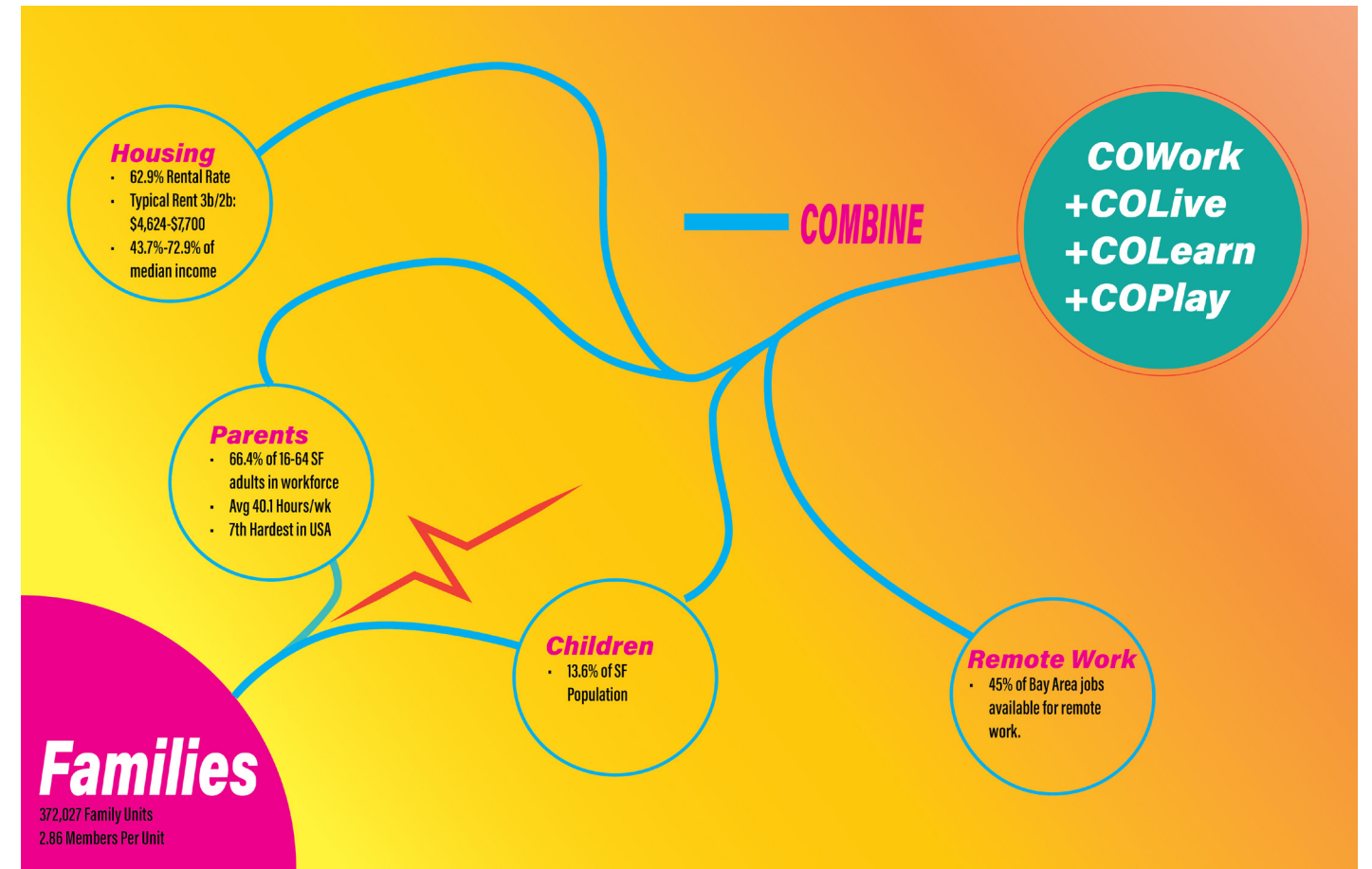




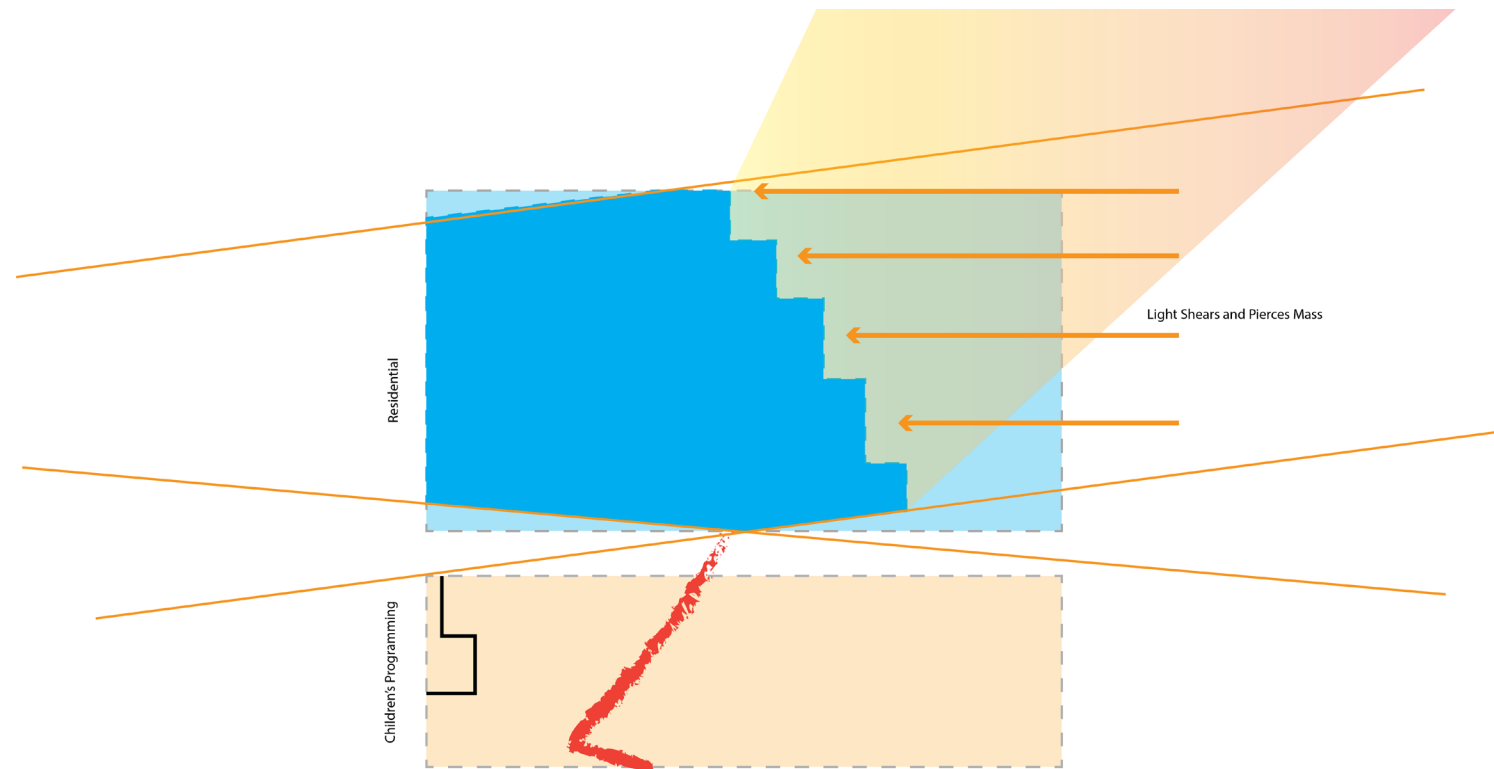




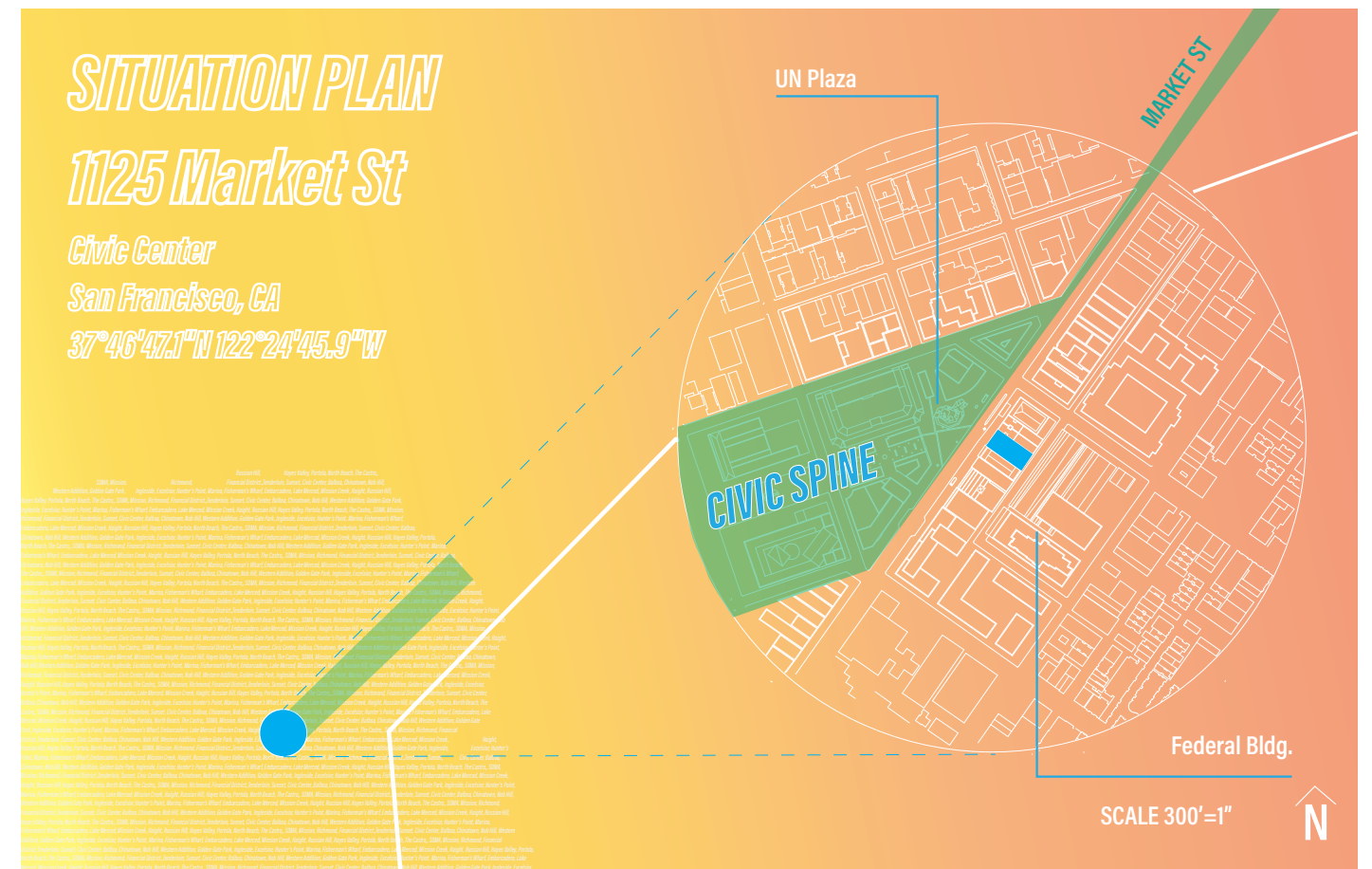
Massing Process+Description



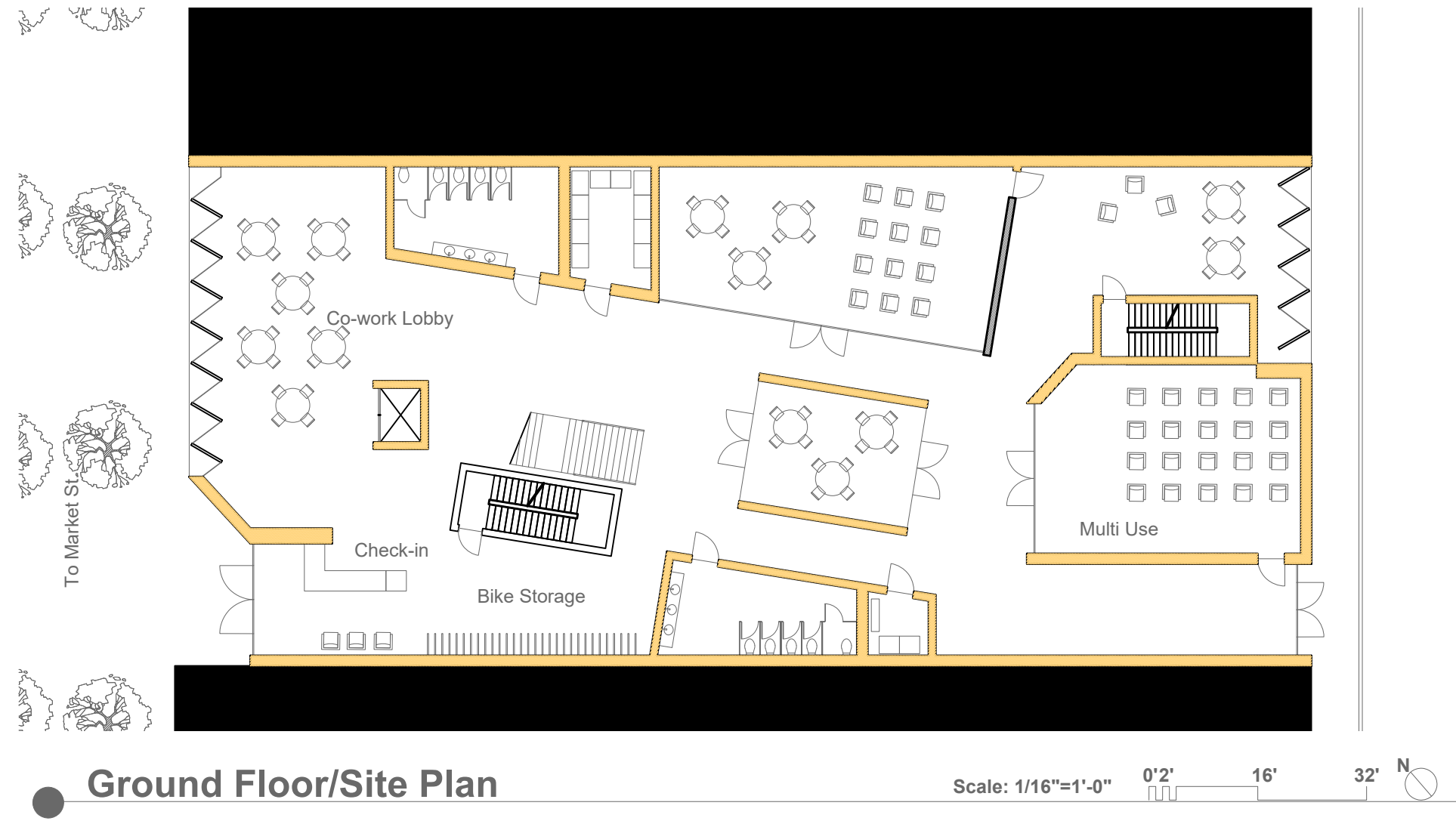
Program Flowchart



Sun Carving



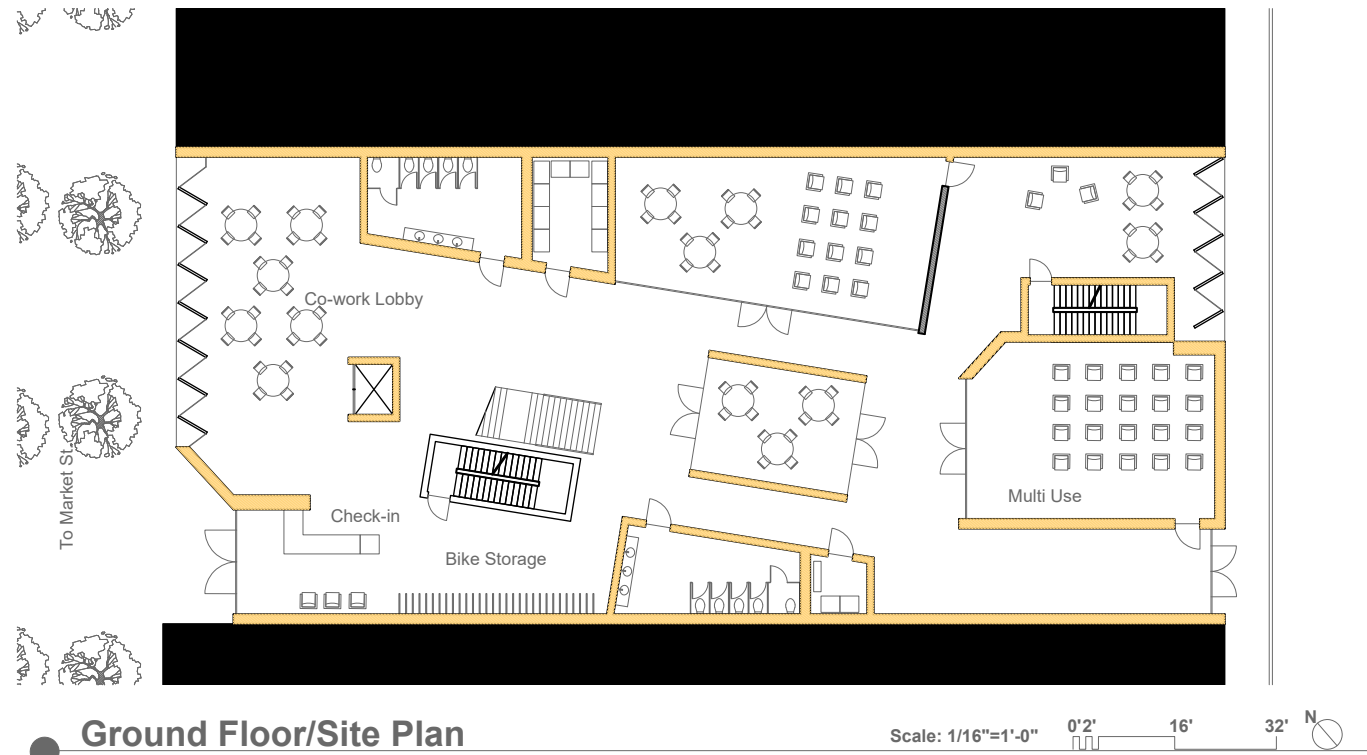
Situation Plan



Ground Floor/Site Plan

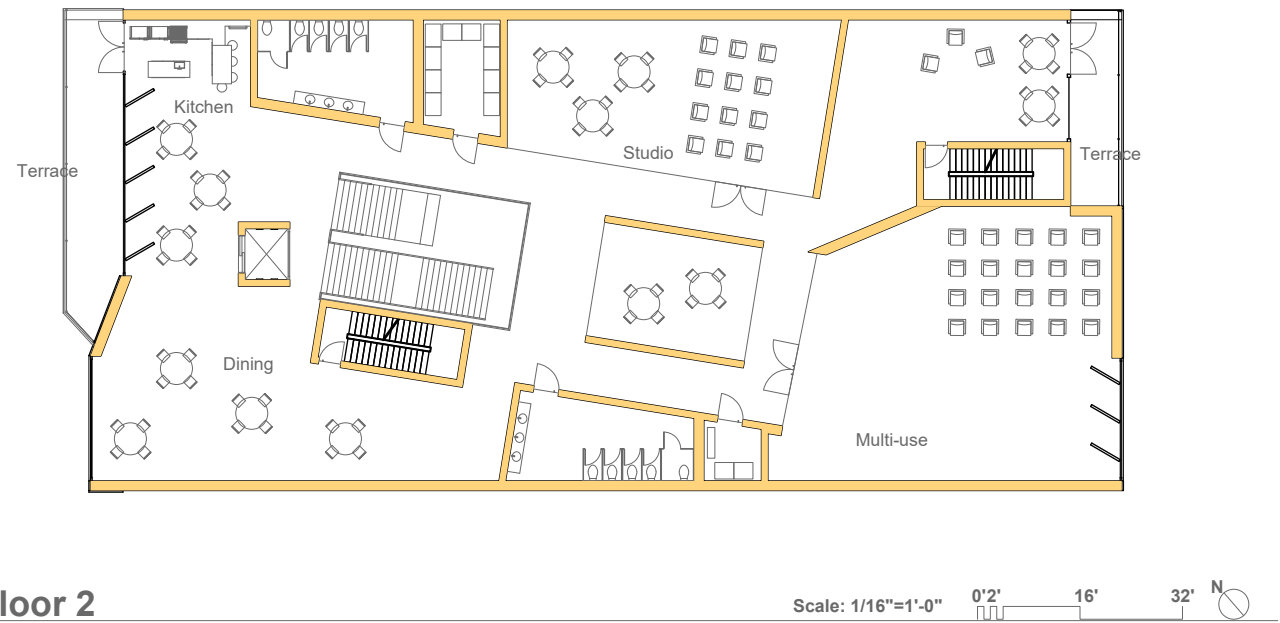
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0'2' 16' 32' N



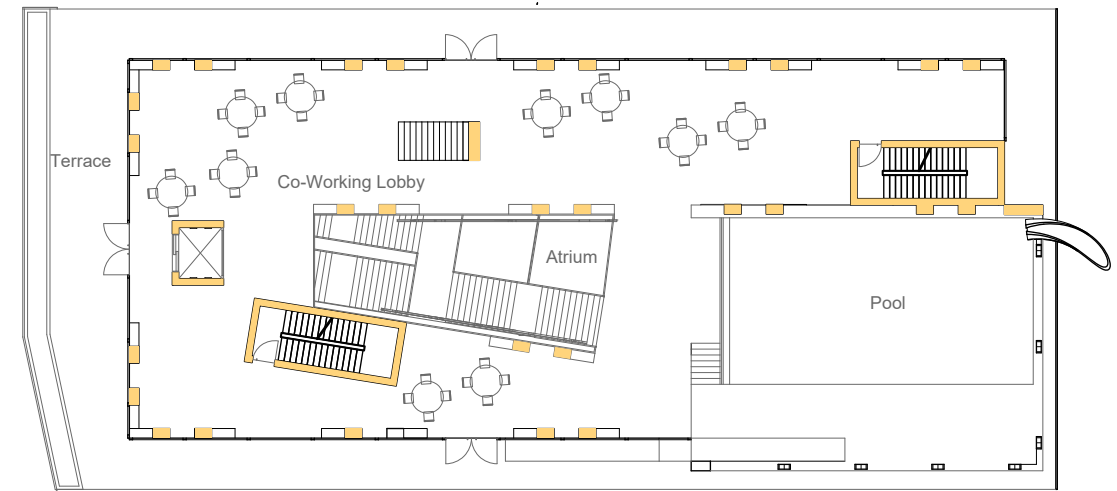
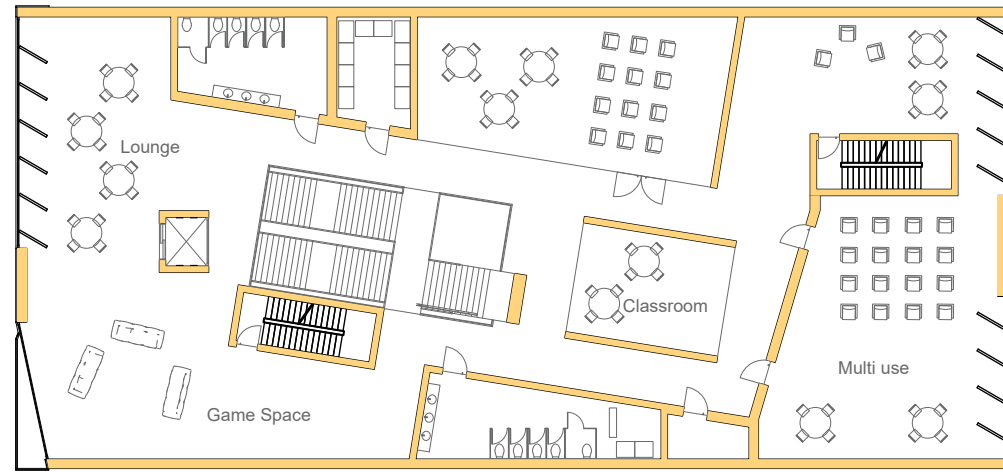
Ground Floor/Site Plan

Ground floor/site plan



Floor 2

2nd floor plan



Floor 3

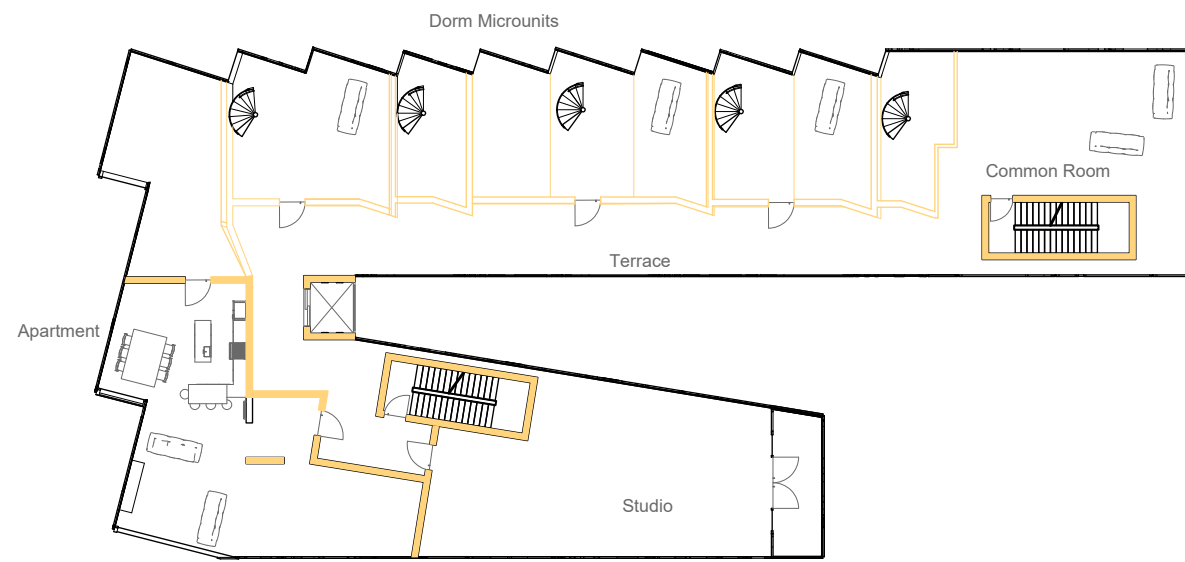
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Floor 4

Scale: 1/16"=1'-0" 0'2' 16' 32' N

3rd floor plan

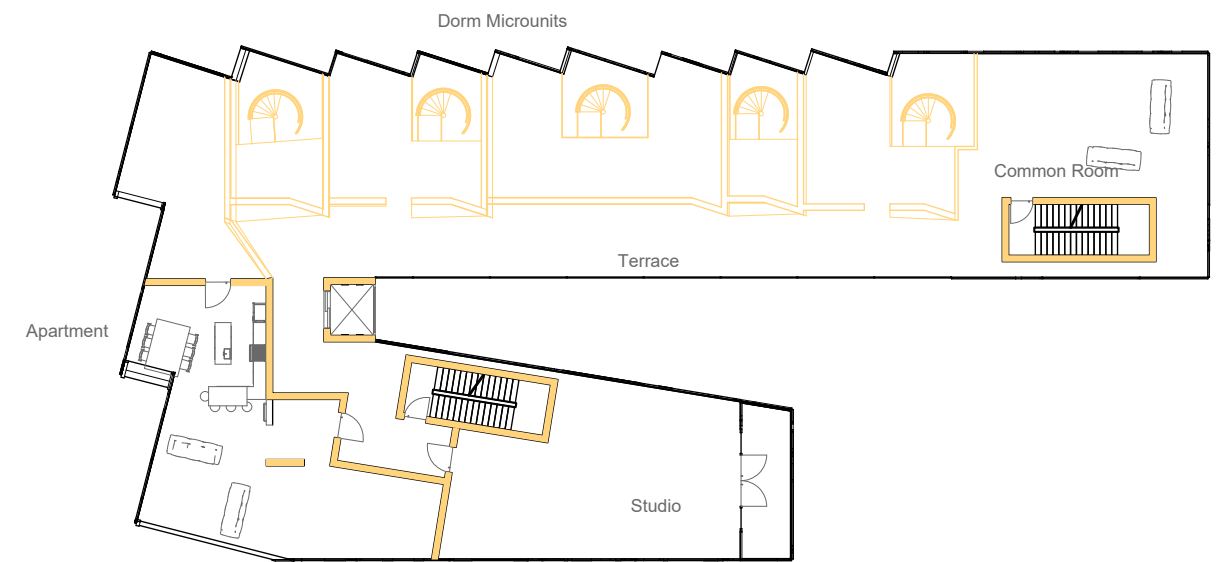
4th floor plan



Floor 5

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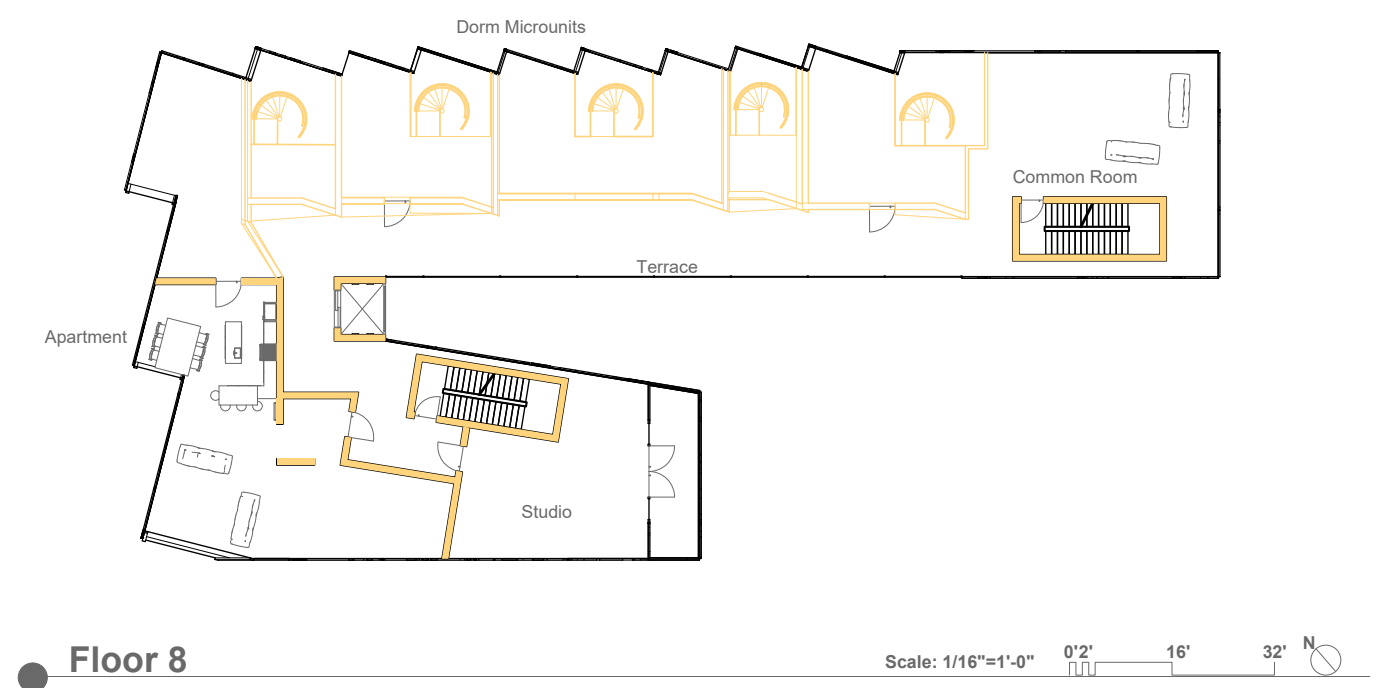
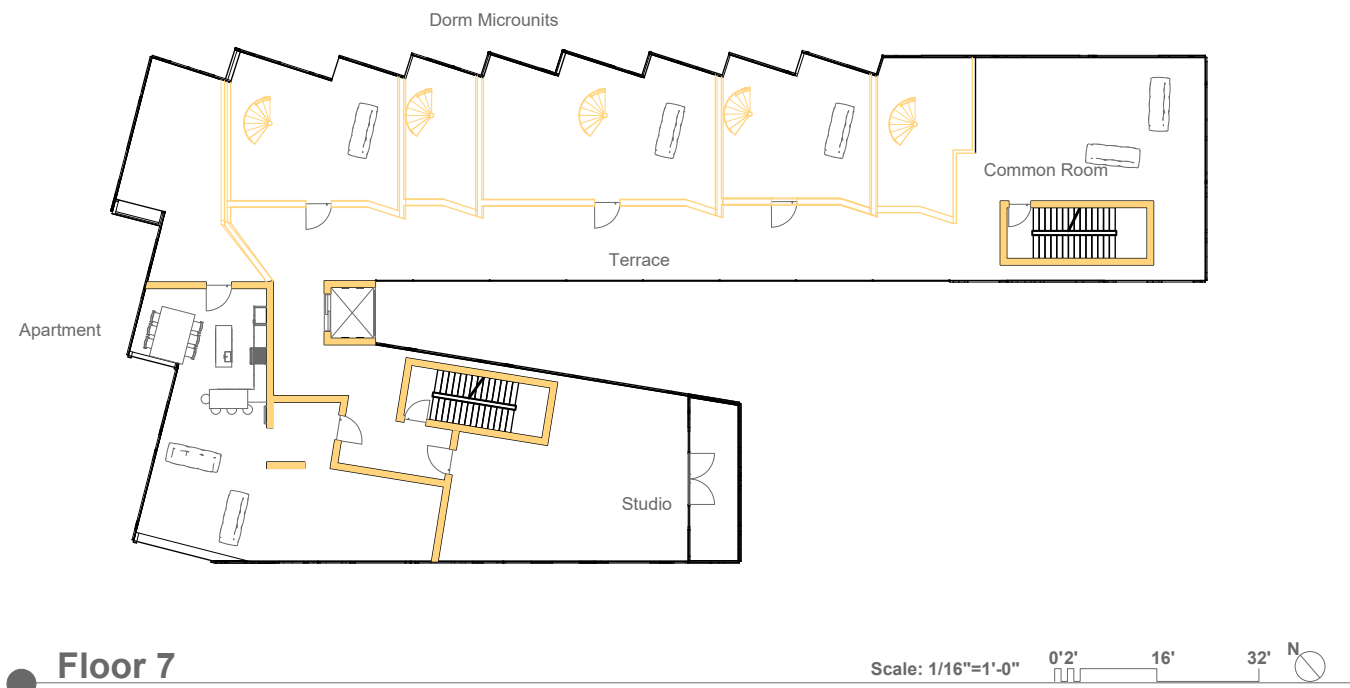
5th floor plan



Floor 6

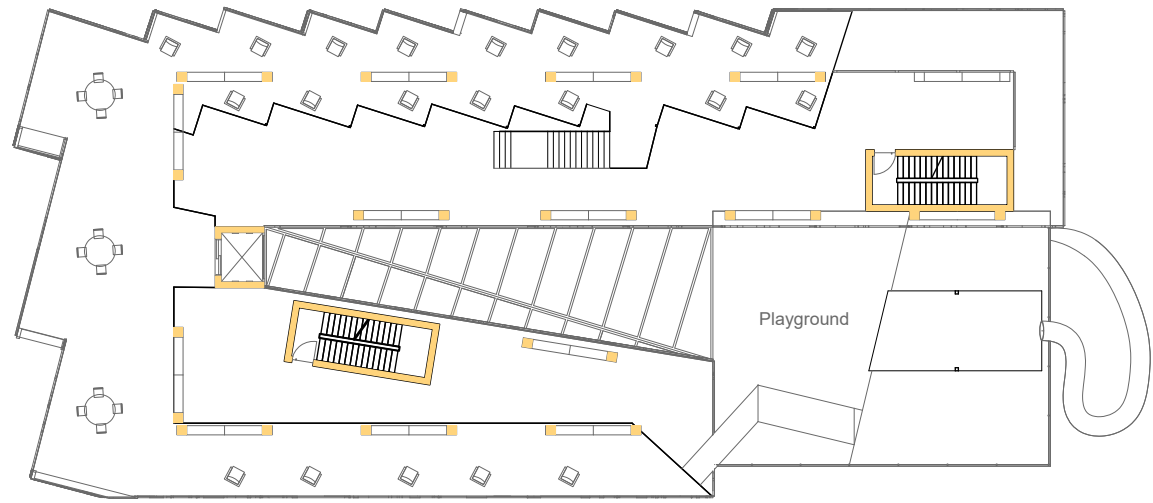
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6th floor plan



7th floor plan

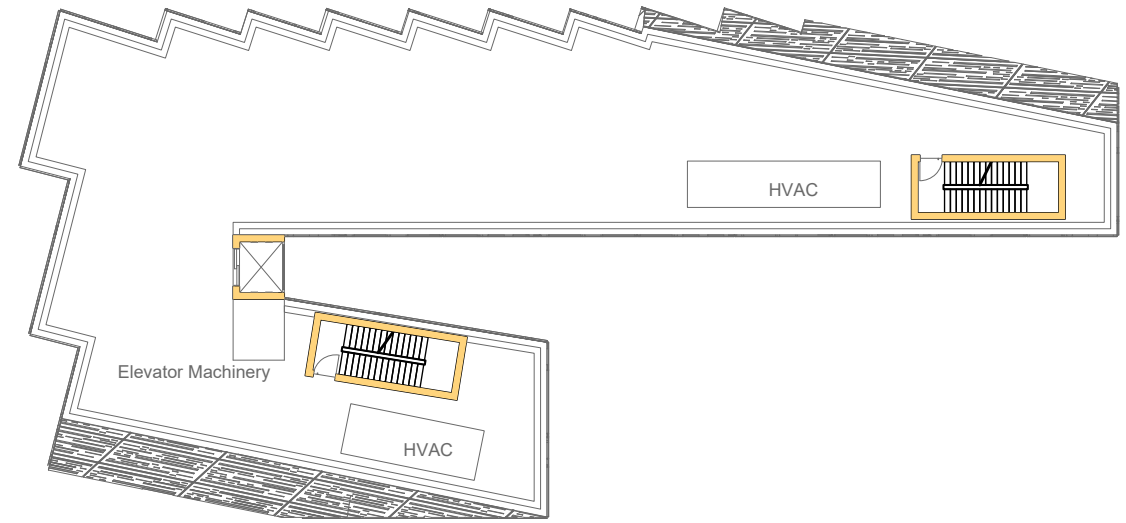
8th floor plan



● Mezzanine

Scale: 1/16"=1'-0" 0'2' 16' 32' N

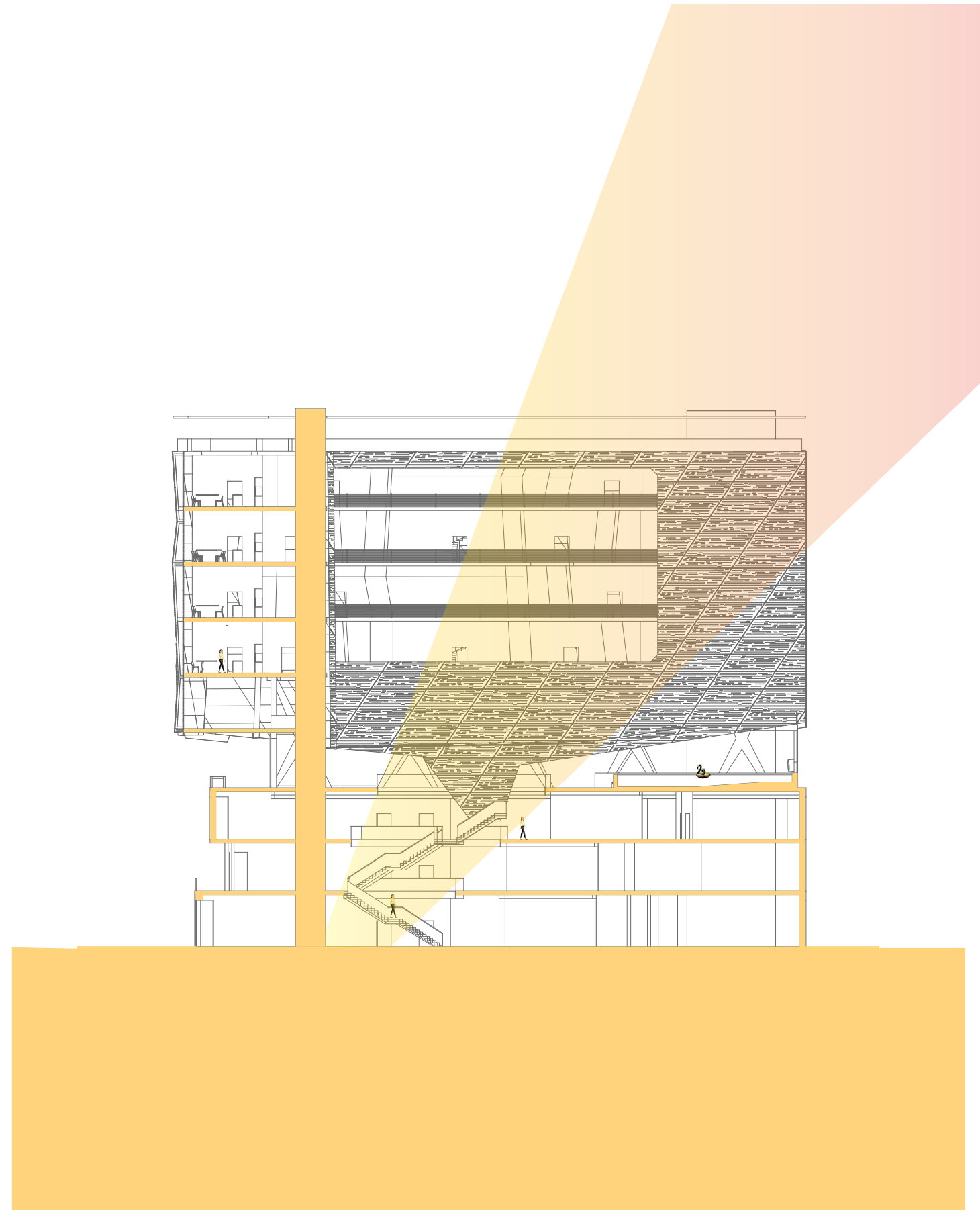
Mezzanine floor plan



● Roof

Scale: 1/16"=1'-0" 0'2' 16' 32' N

roof plan



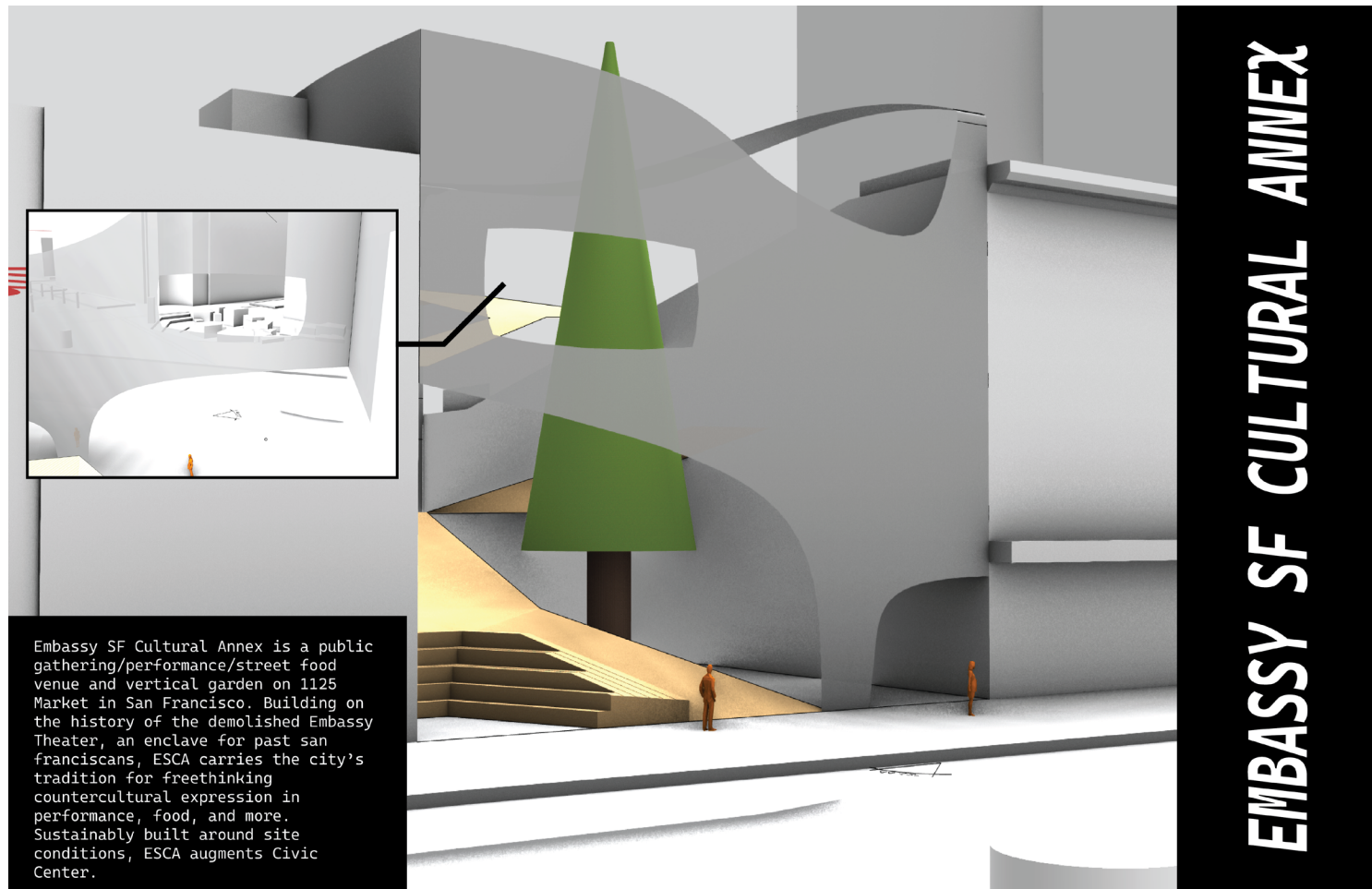
Longitudinal Section

Scale: 1/16"=1'-0"



ESCA SF

The idea was to create a "situational instrument" which I interpreted to be a highly context and site driven intervention of unique means. I devised ESCA which is a public venue and park for congregation and relaxation. A retreat from the city, Esca took the streets of SF and brought them into the canopy of a redwood grove.

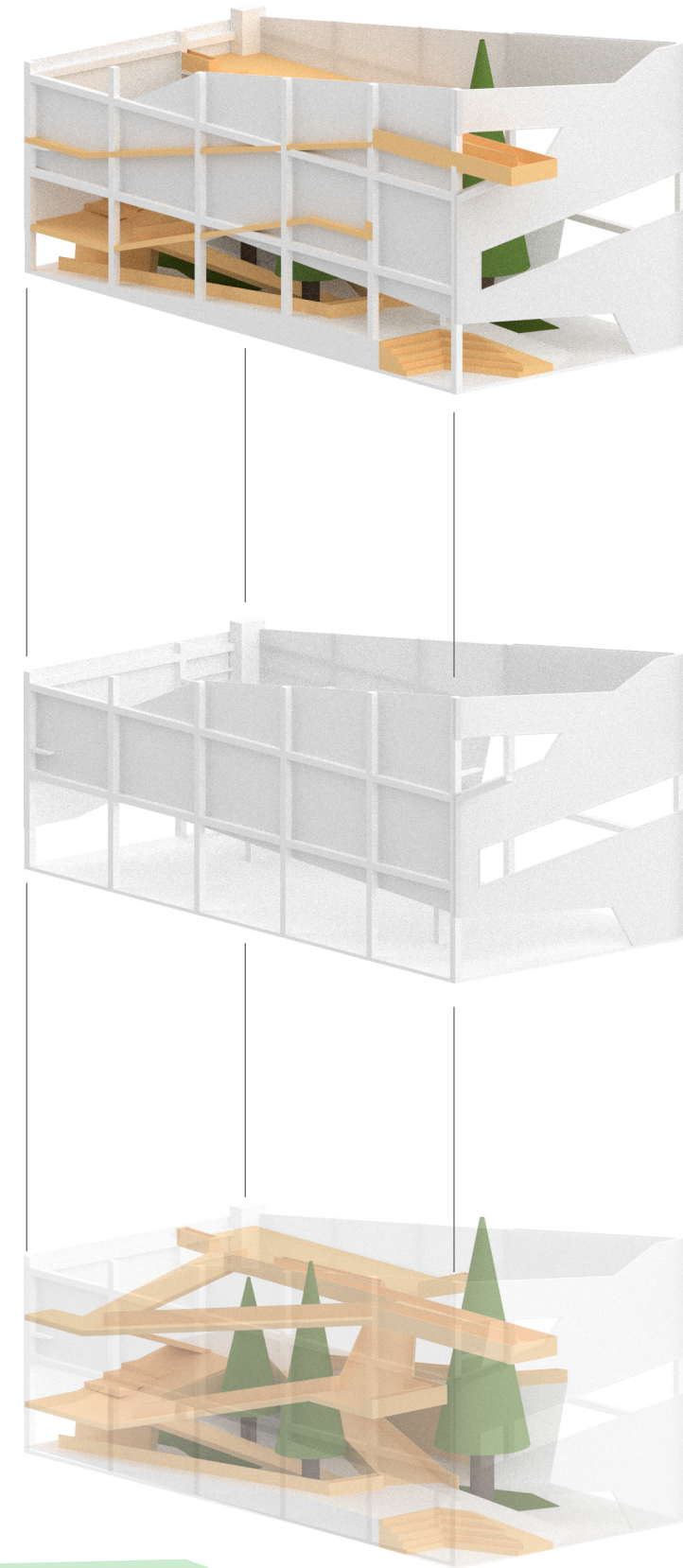


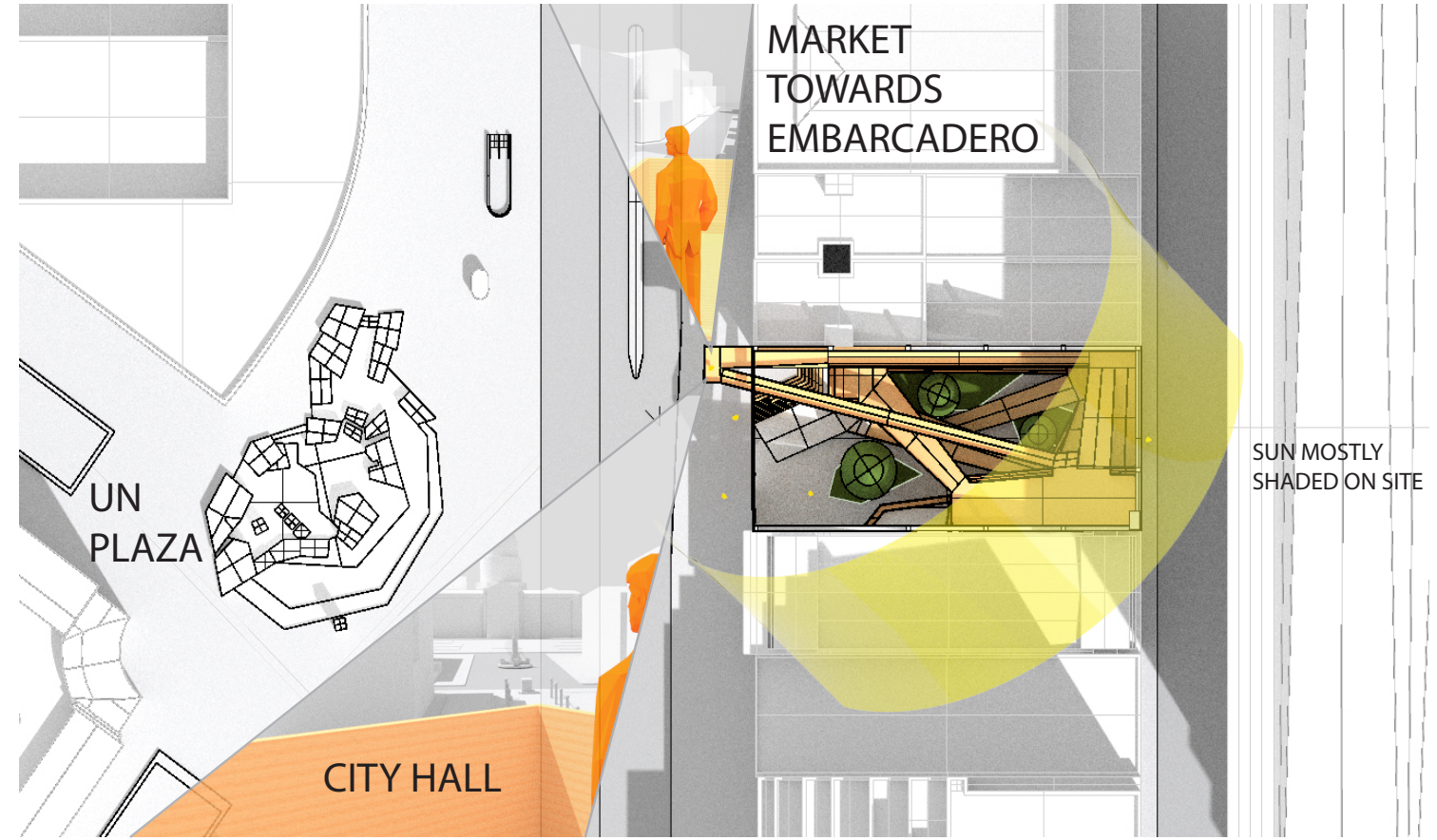
caption can include credit to collaborators ("collaborative work with Jane Doe")

ESCA SF

ESCA SF

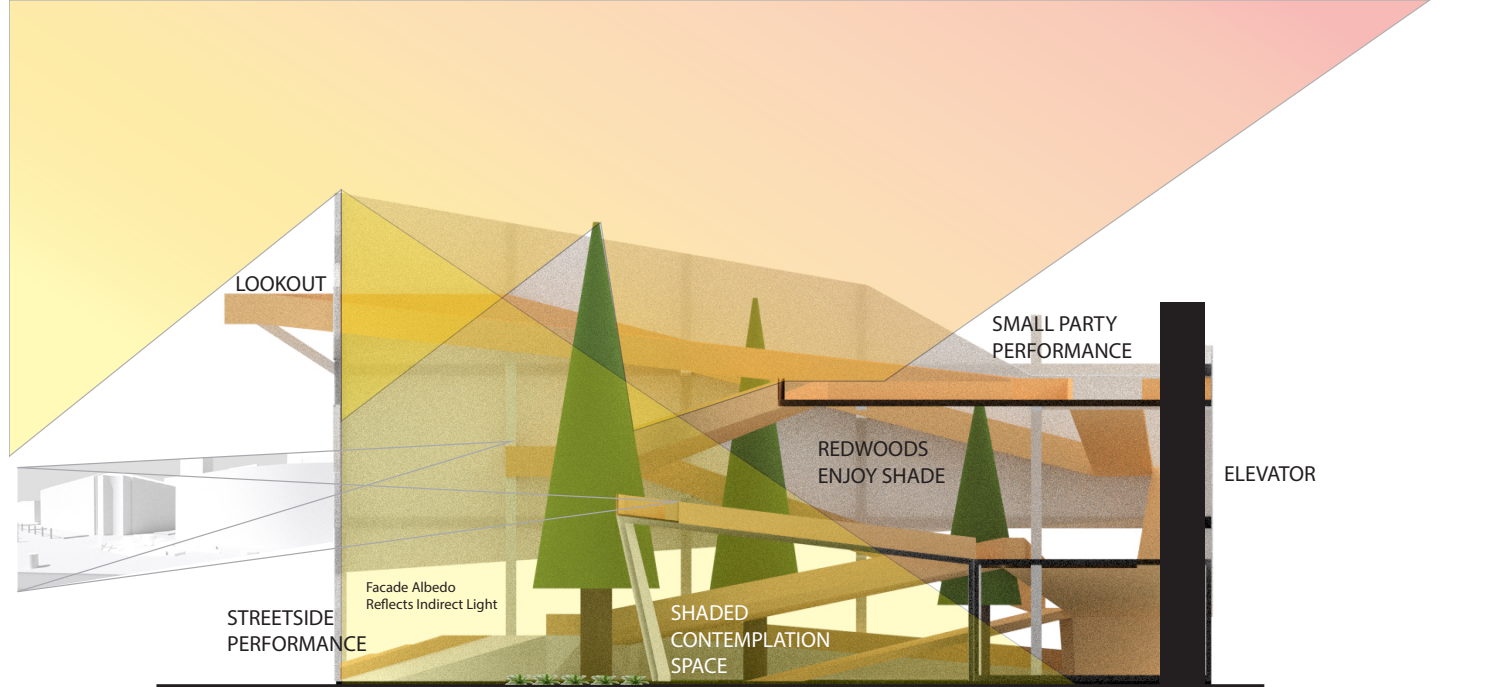
ESCA SF





ESCA SF

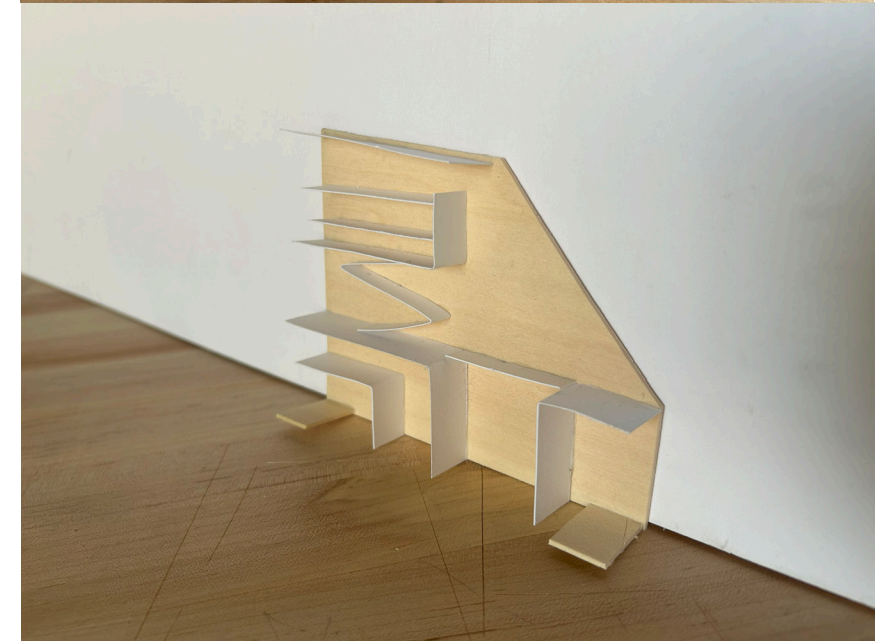
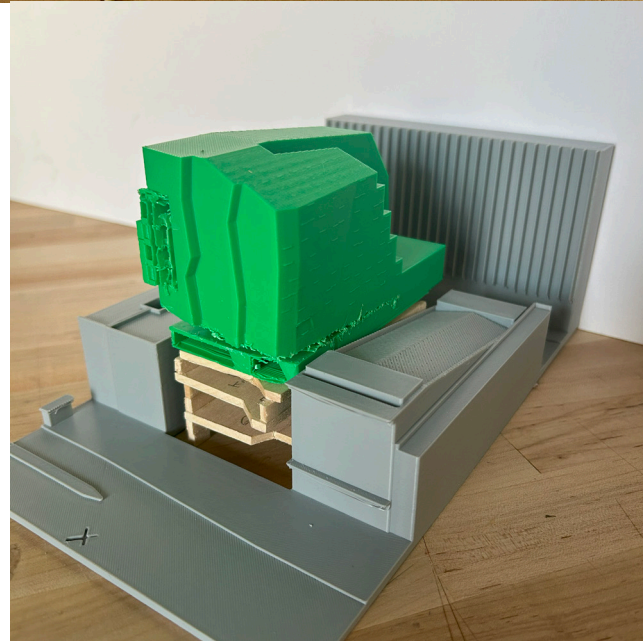
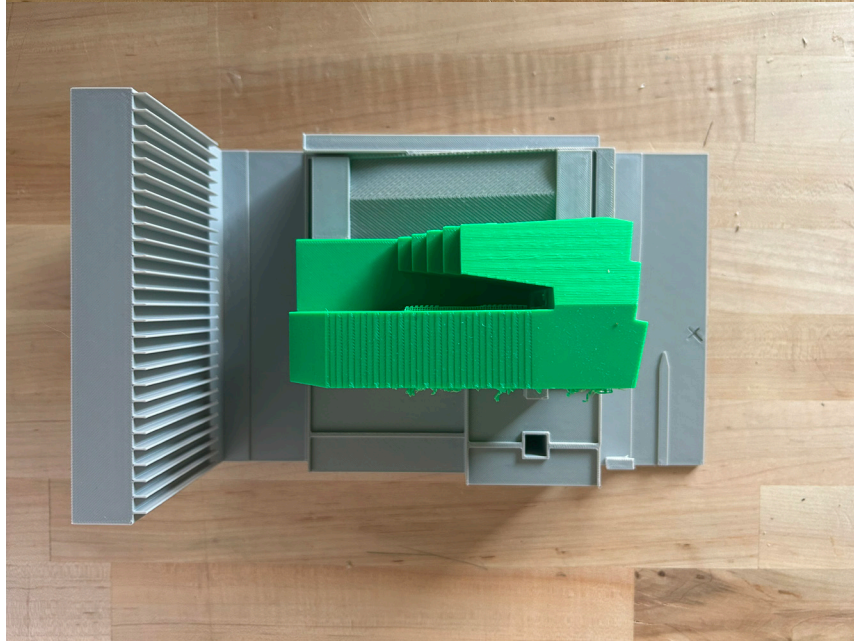
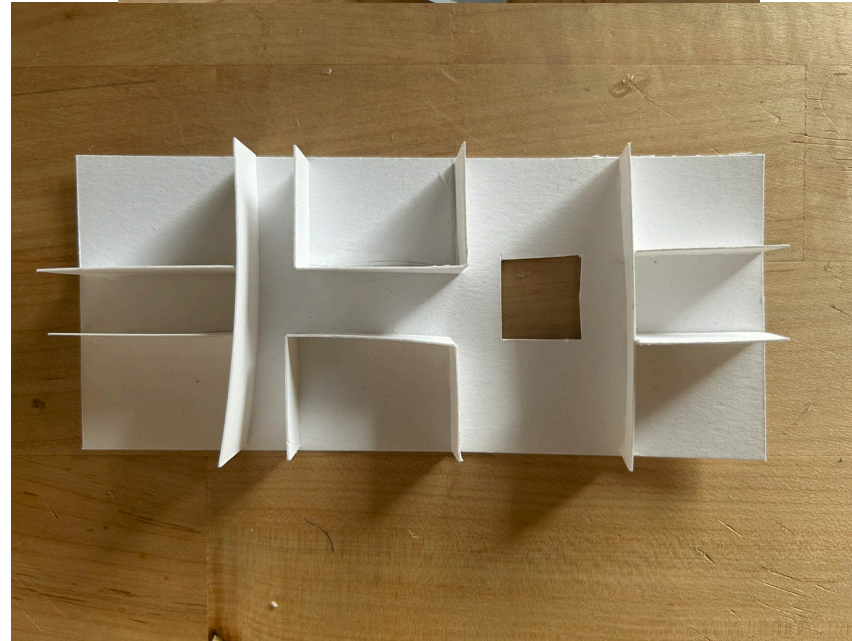
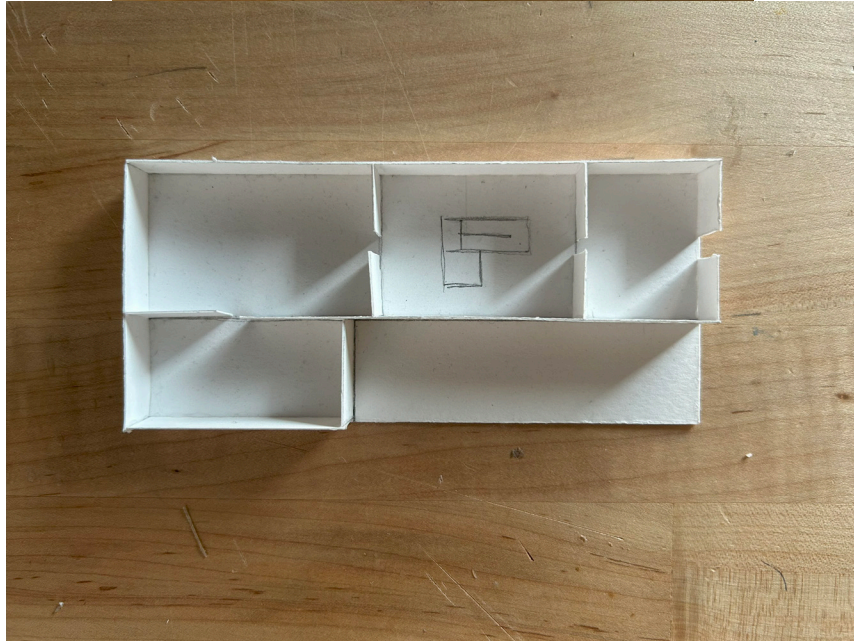
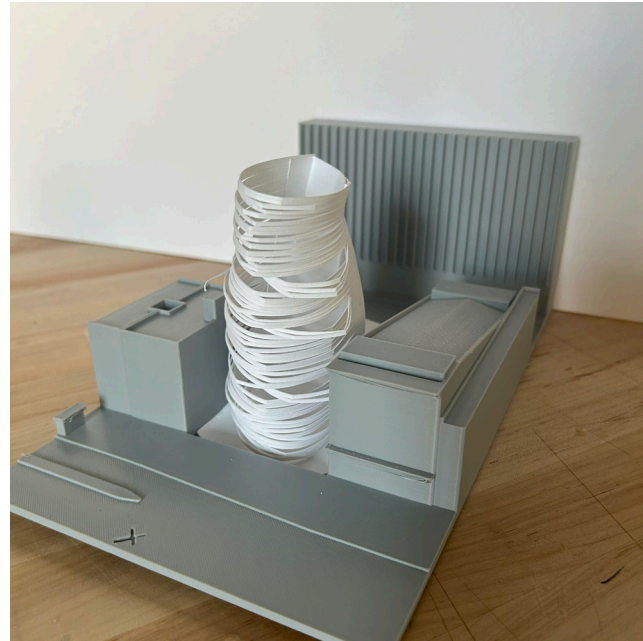
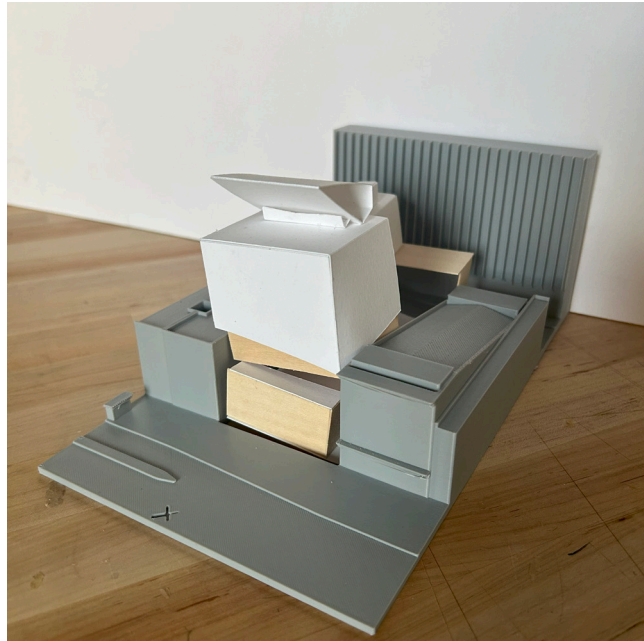
PLAN VIEW

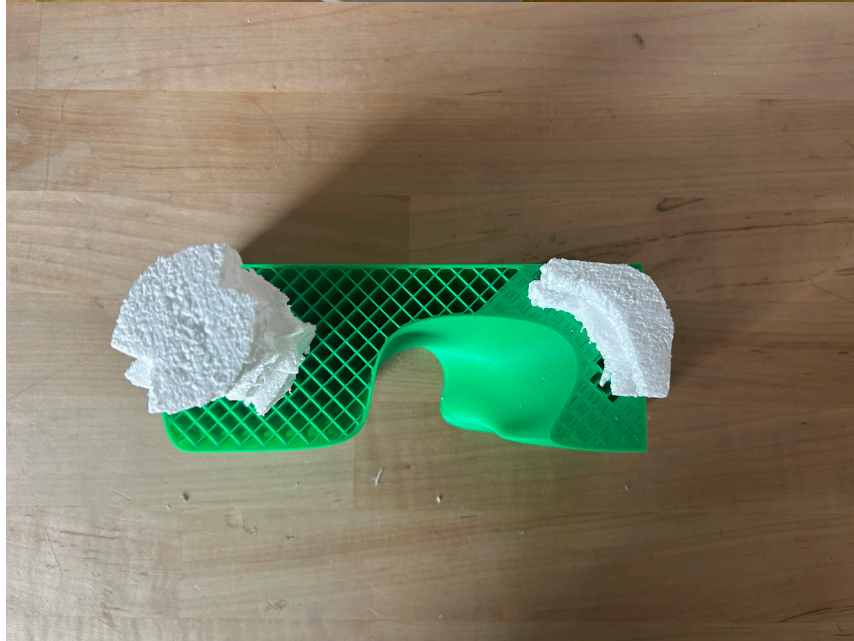
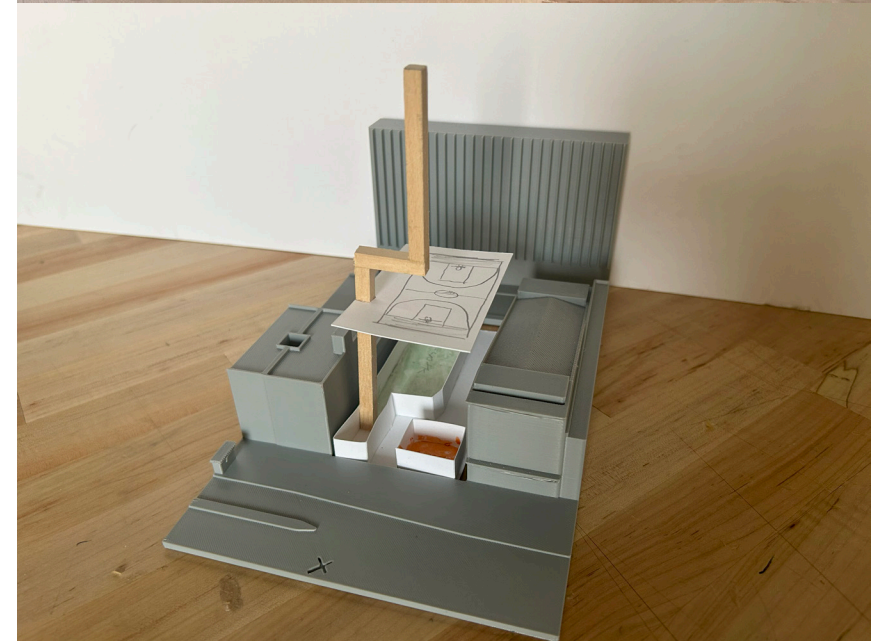


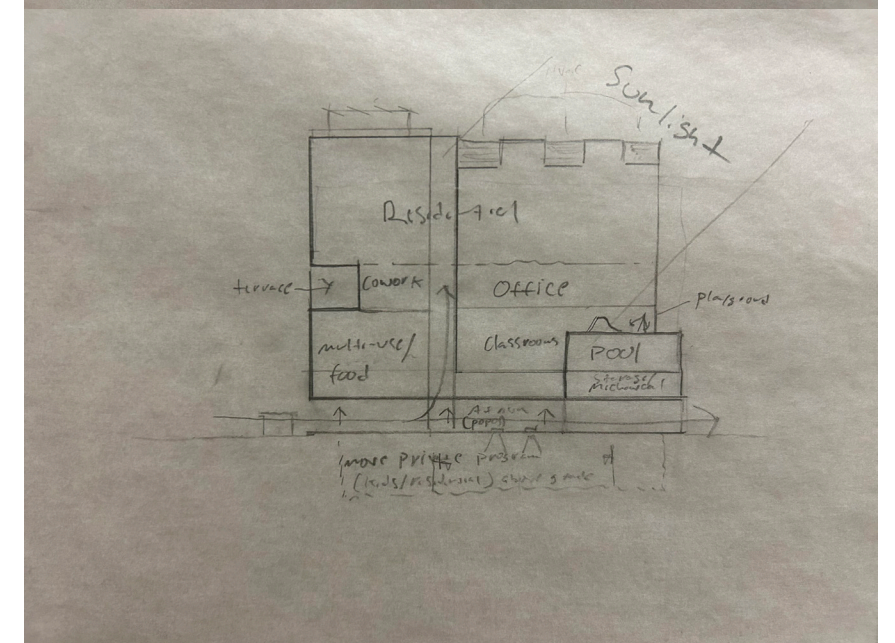
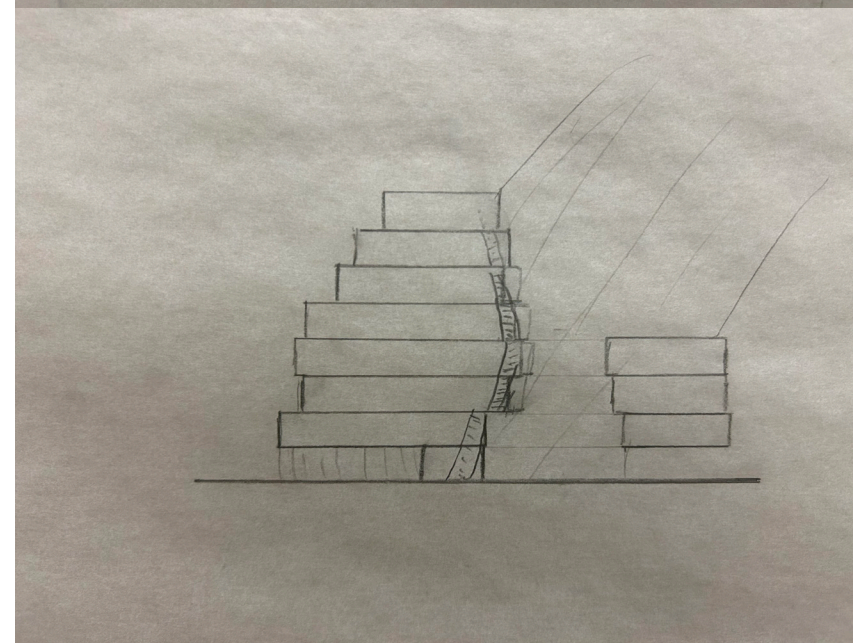
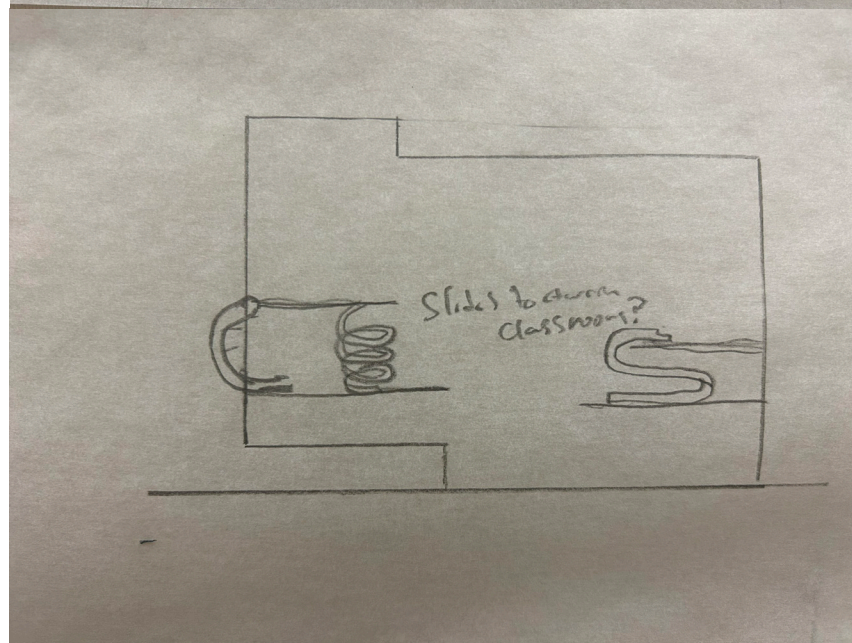
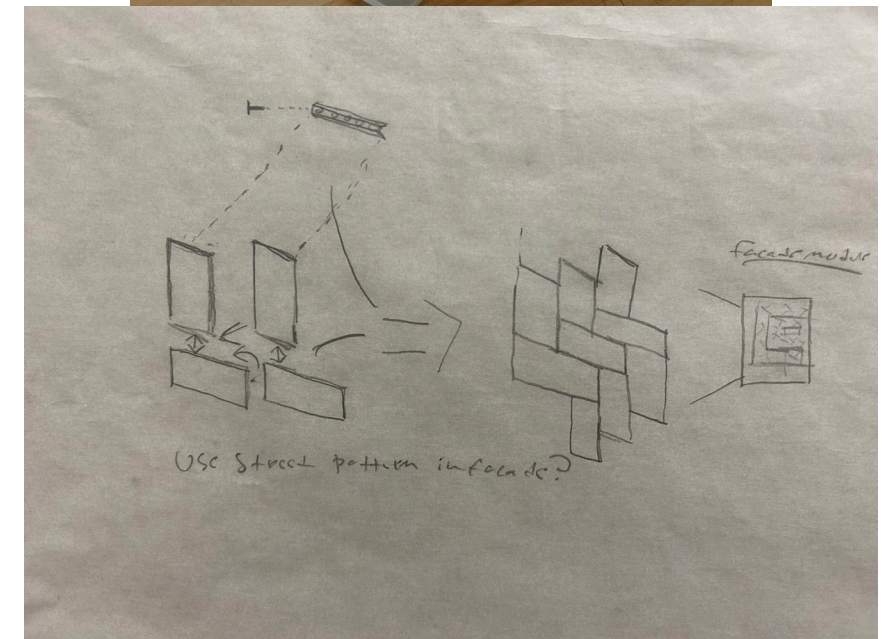
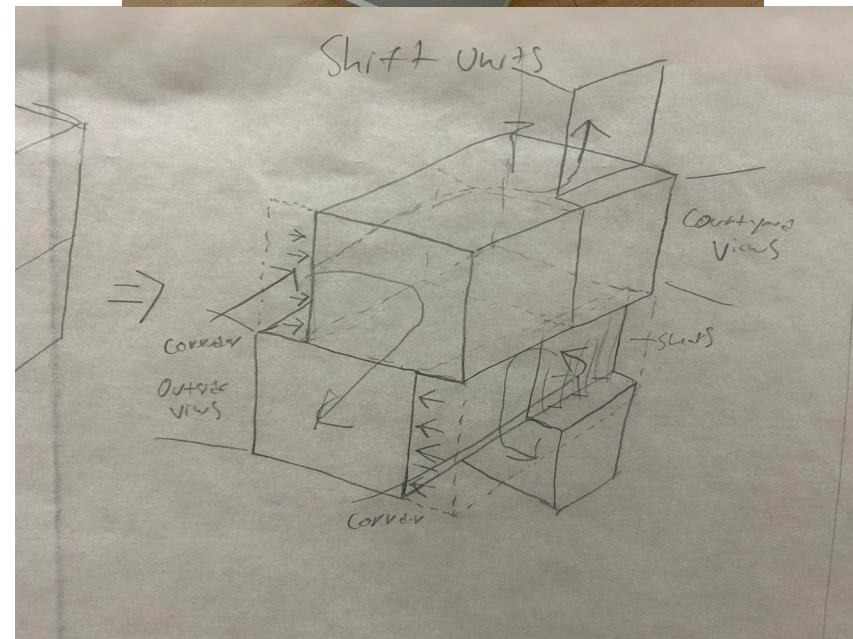
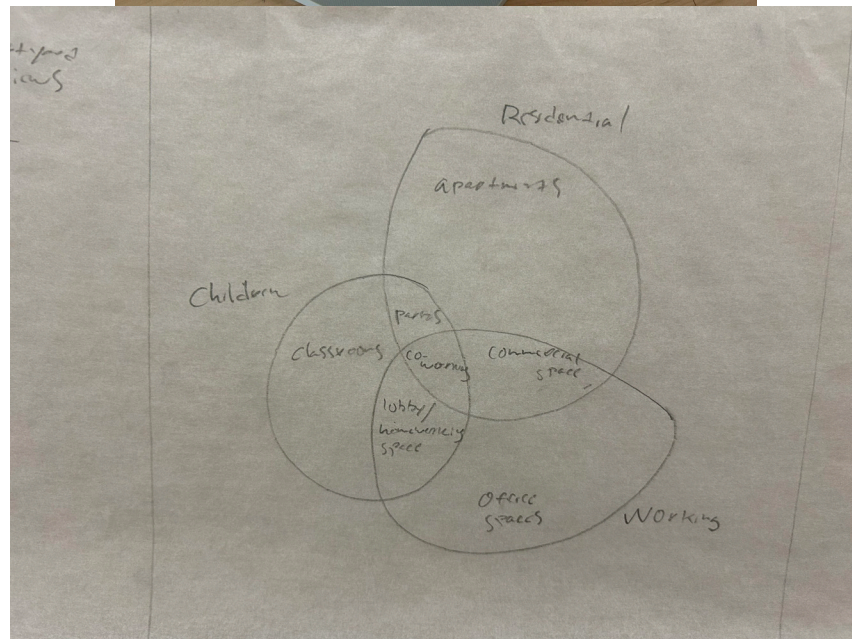
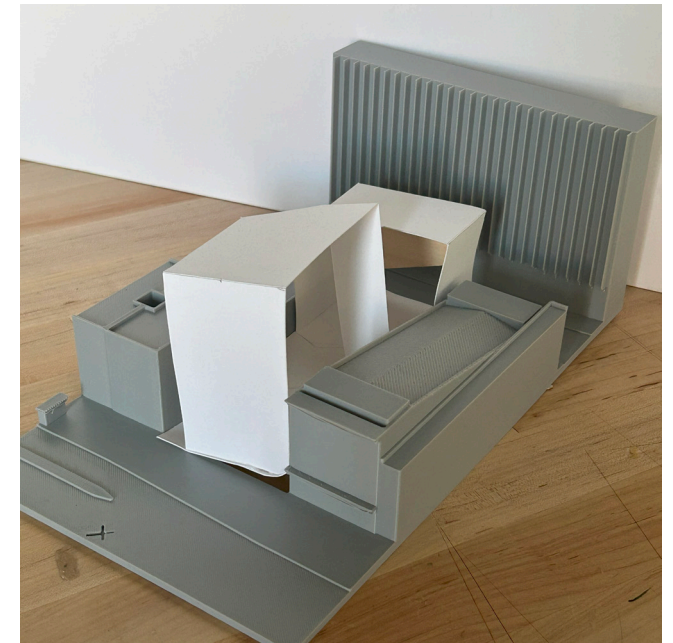
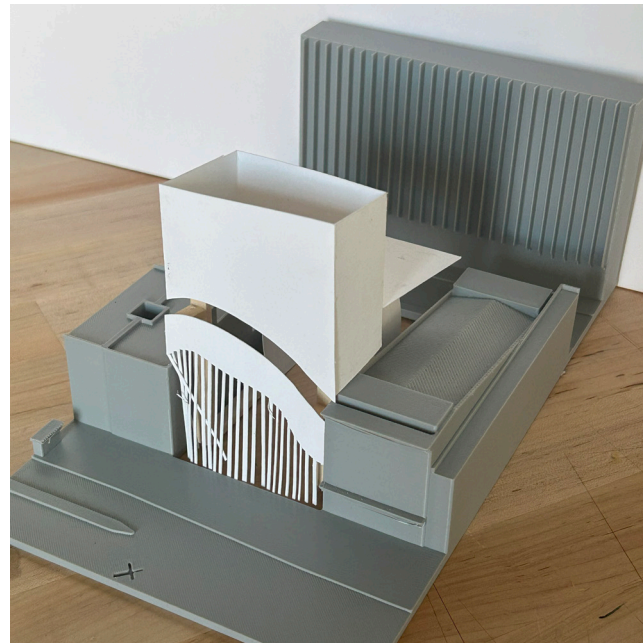
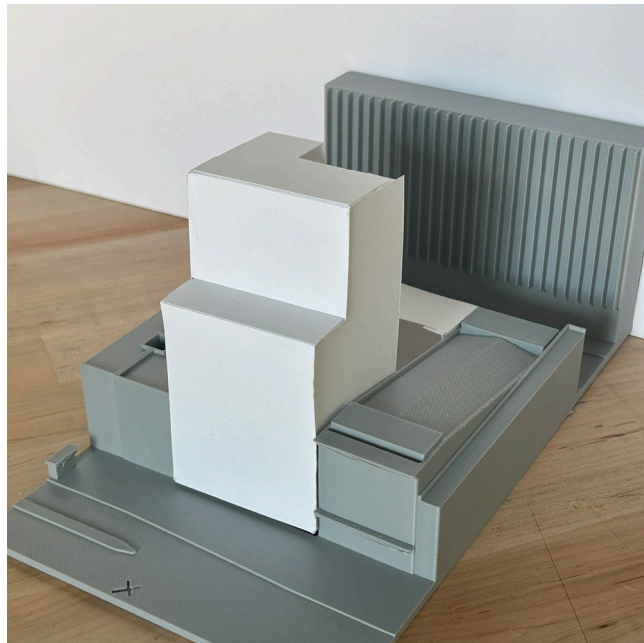
SECTION VIEW

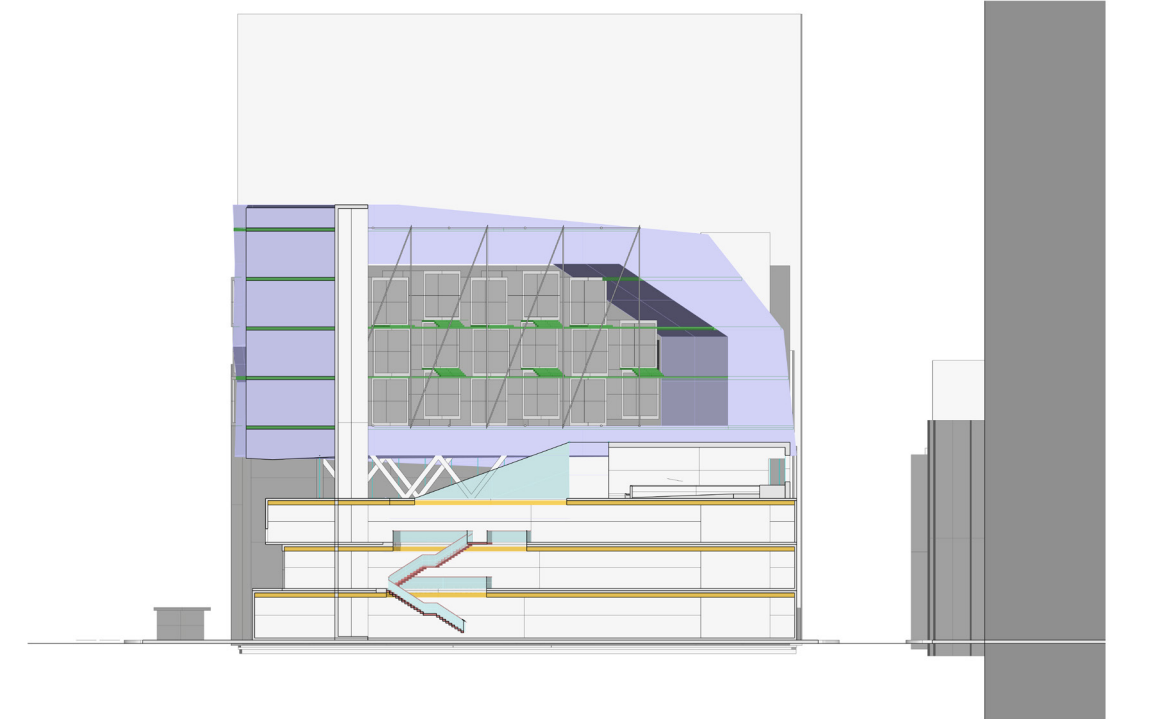
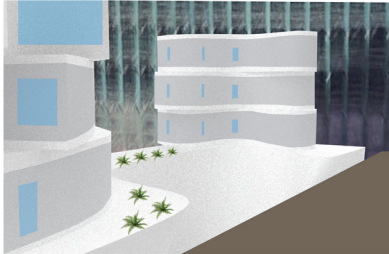
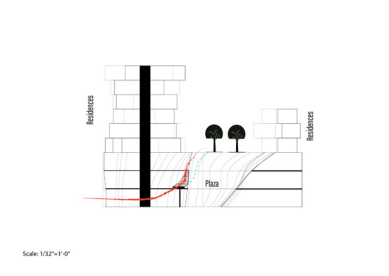
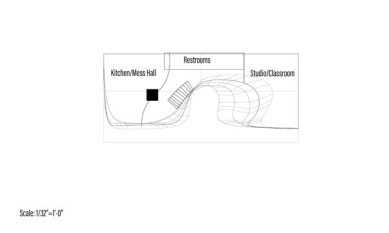
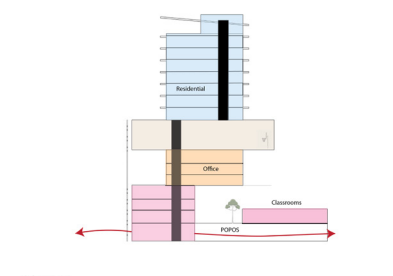
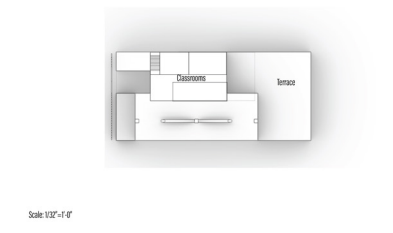
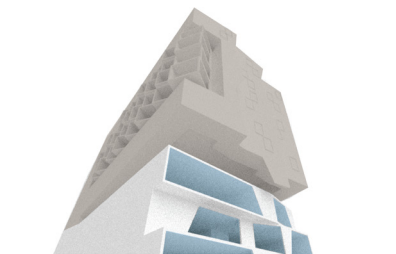
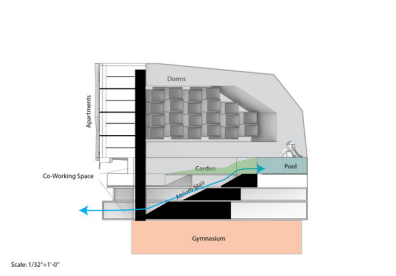
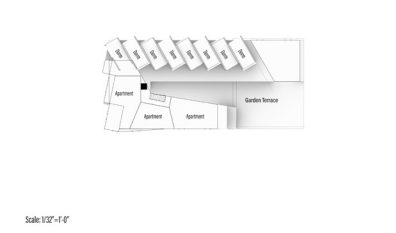
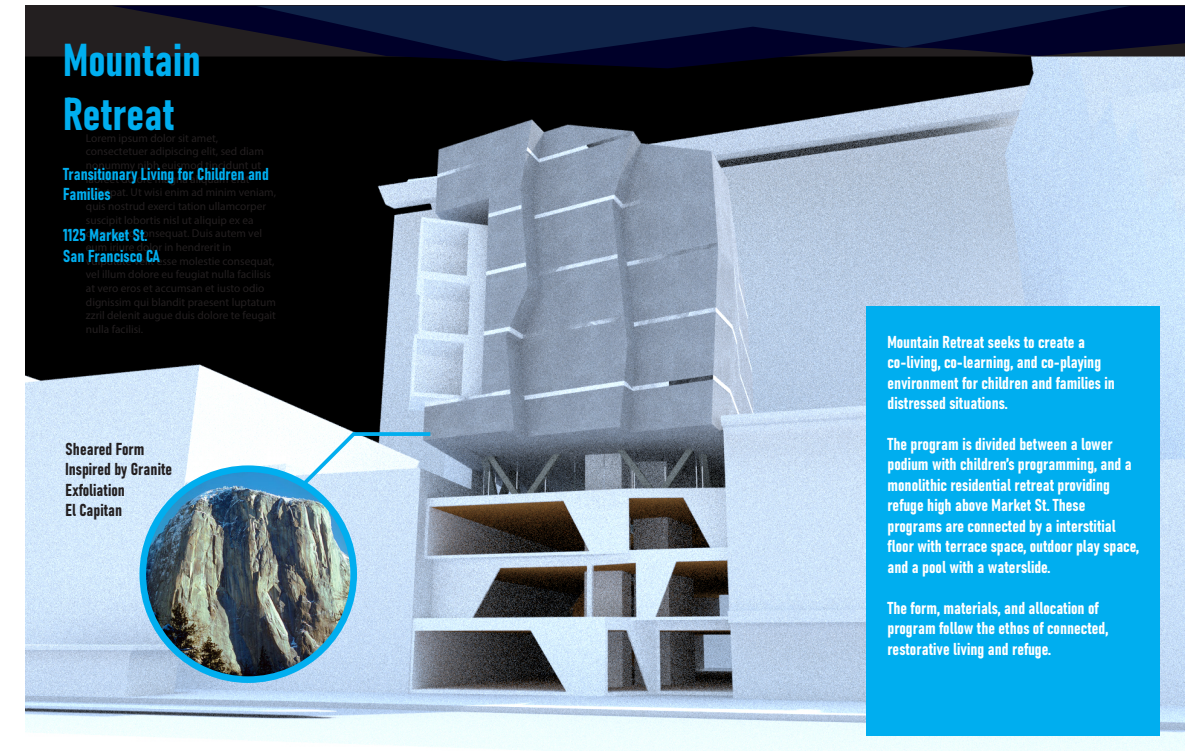
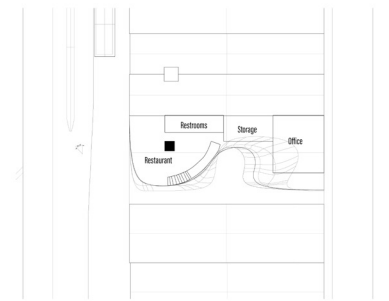
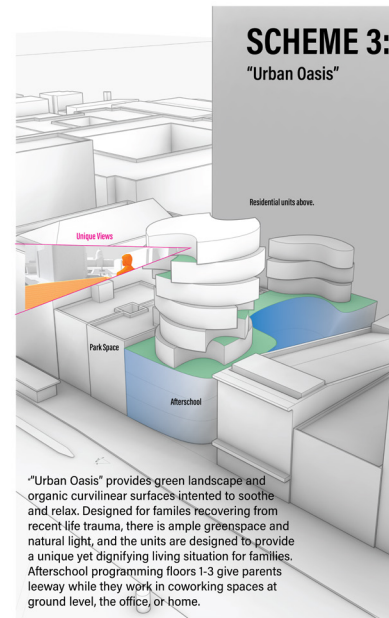
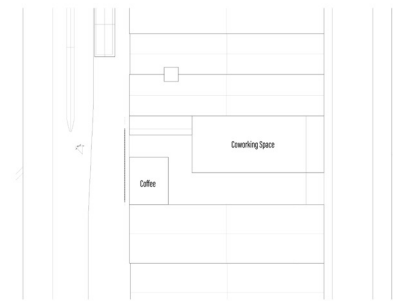
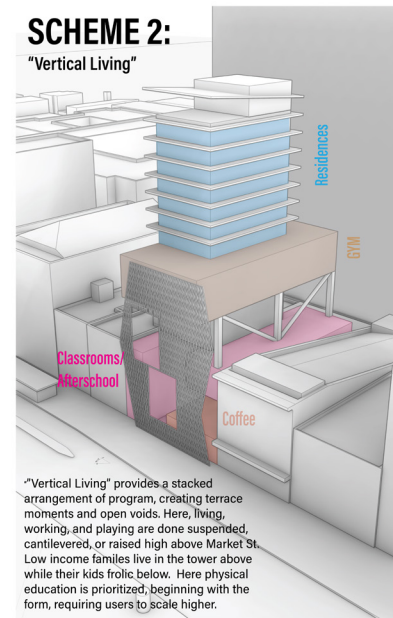
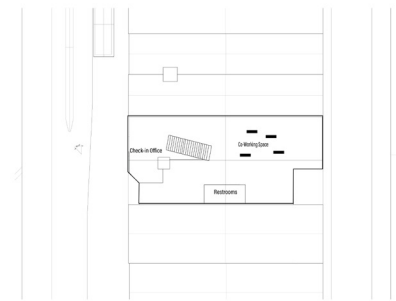
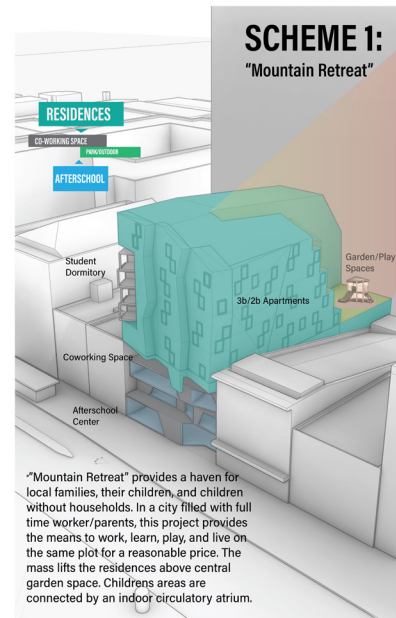
ESCA.



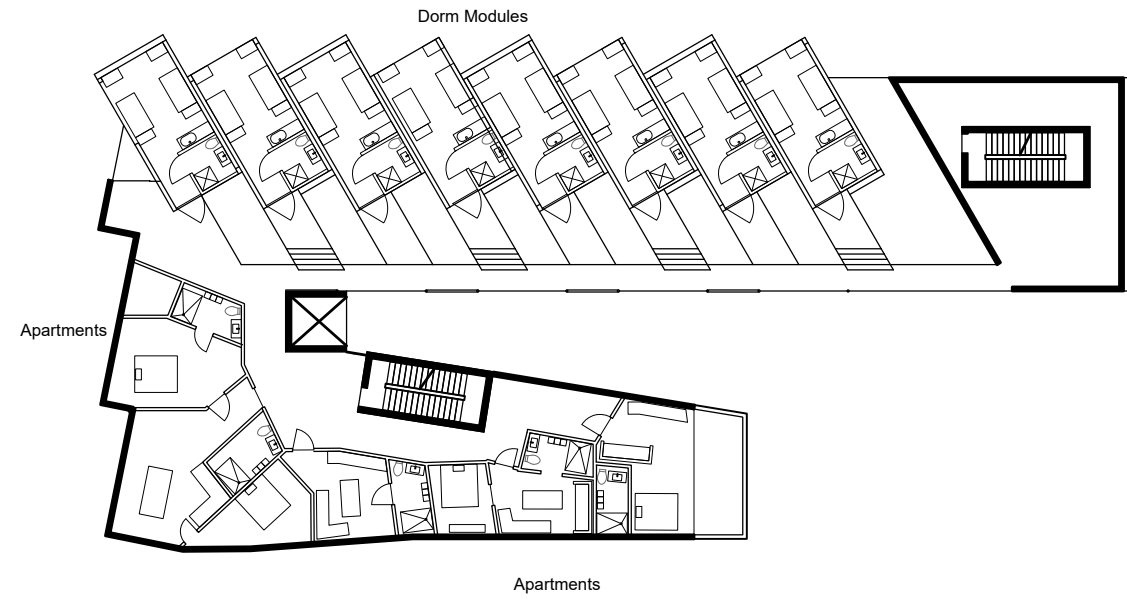






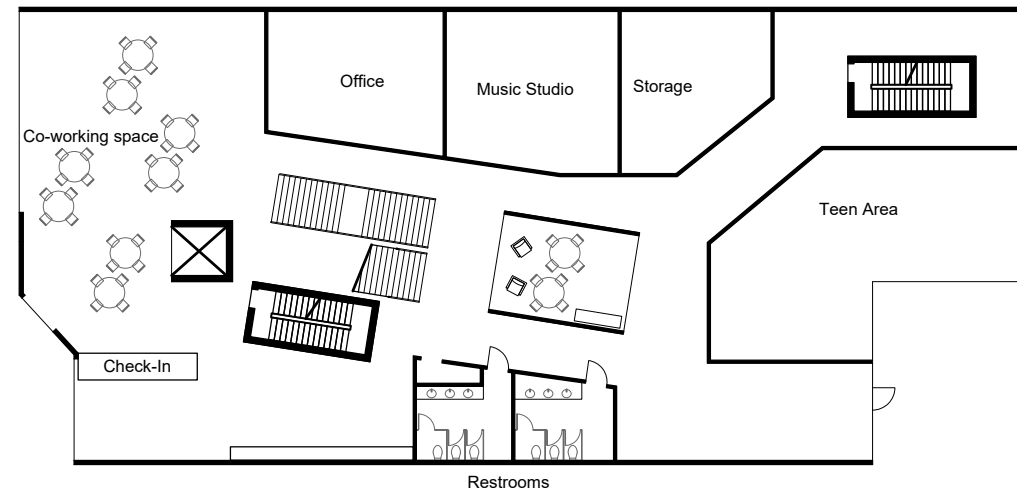
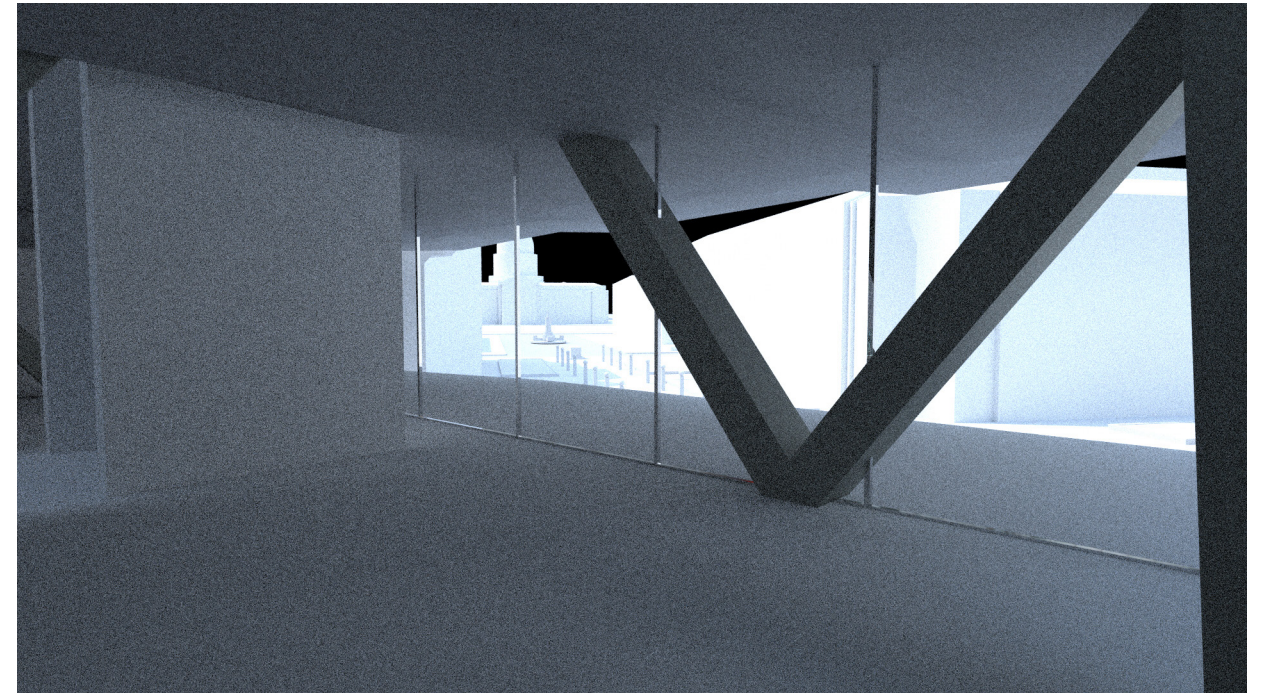


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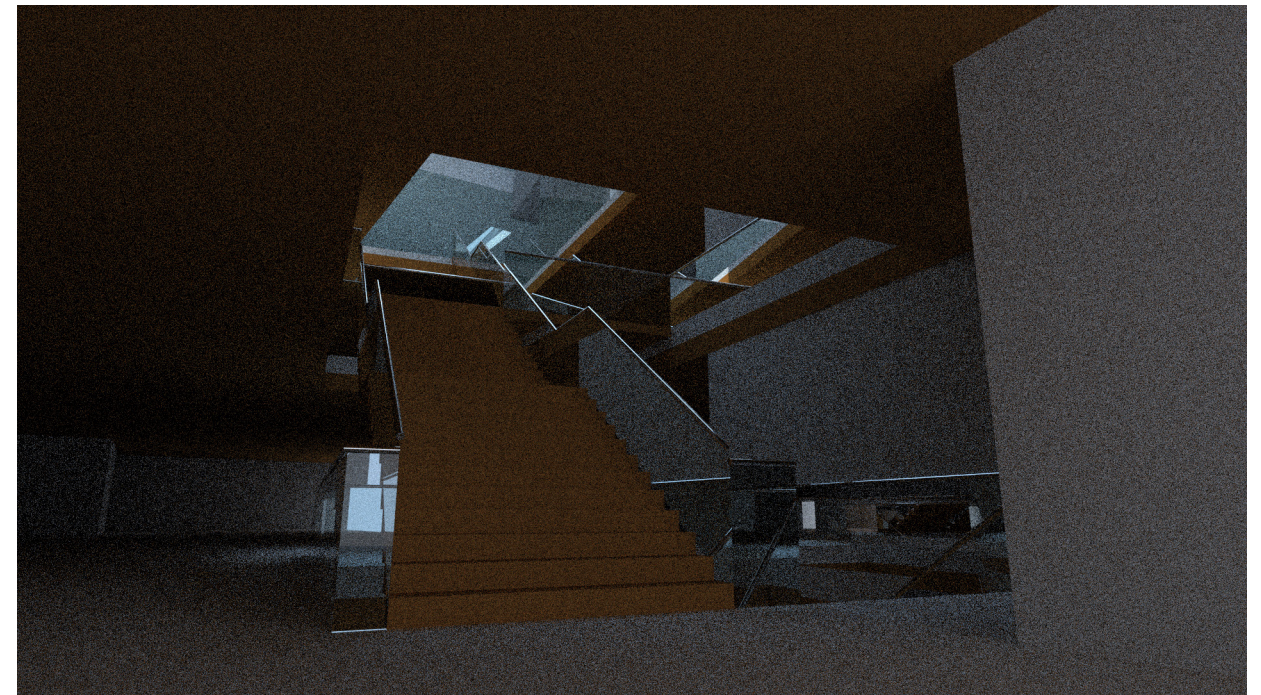
Floor 6

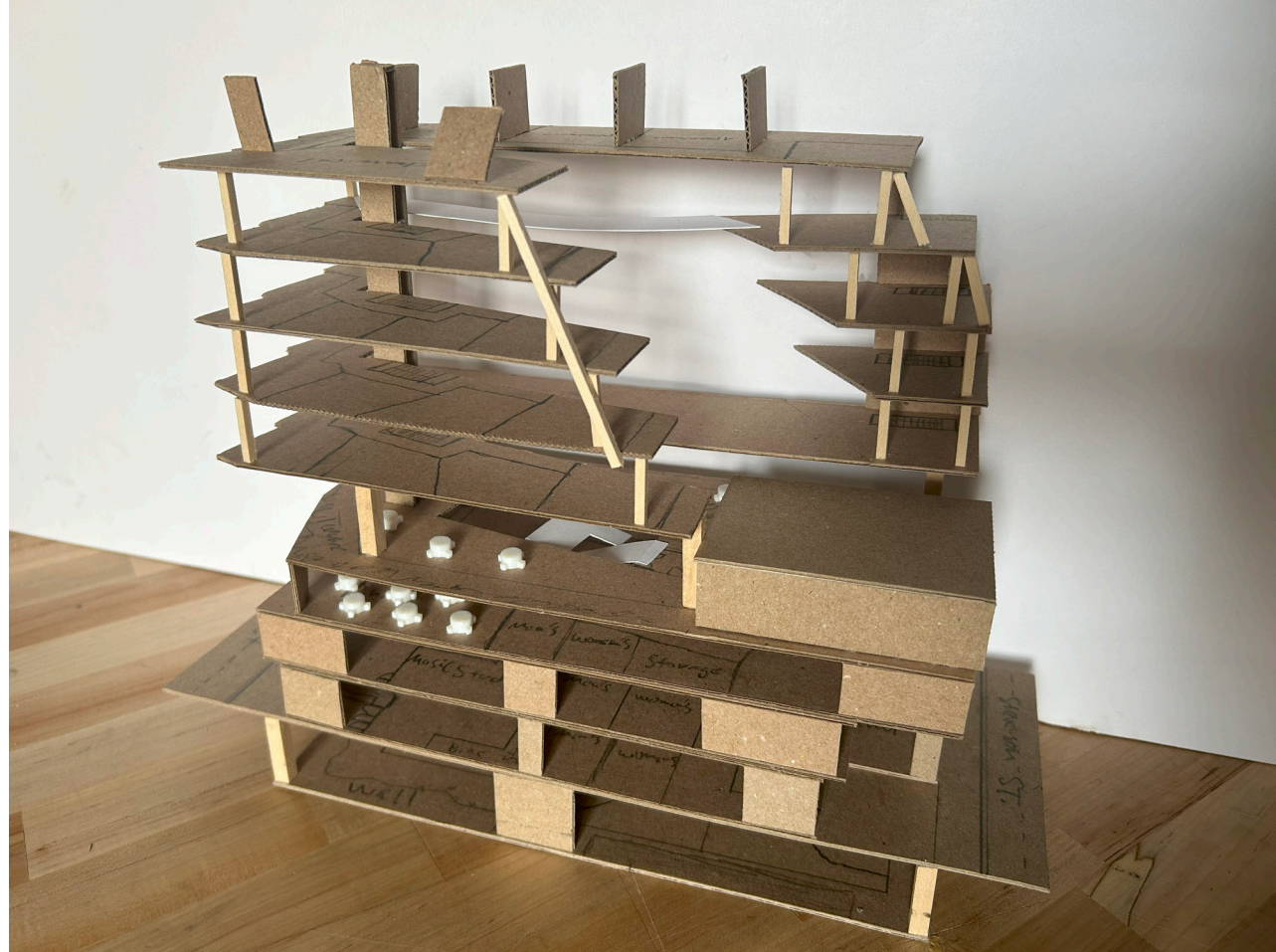
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0' 5' 15' 25'



Floor 1

Scale: 1/16"=1'-0"
0' 5' 15' 25'







Elbphilharmonie
Herzog&DeMeuron (2017)

This project helped give me ideas about the multi-layering of vertical program.

[photo citation]
Elbphilharmonie by Herzog&DeMeuron (2017), Basel, Switzerland. Photo: Boggi'sBlog. *BoggiBlog*. Retrieved Dec 13, 2024 from https://blog.boggi.com/wp-content/uploads/2018/07/1606_architecture-3157555-1-W1606.jpg



Via 57 West
BIG (2016)

This project helped me understand how natural light can be used to shear and shape form to ensure natural light is common throughout the space.

[photo citation]
Via 57 West by BIG (2016), Copenhagen, Denmark. Photo: Inhabitat editors. *Inhabitat*. Retrieved Dec 13, 2024 from <https://inhabitat.com/wp-content/blogs.dir/1/files/2016/09/BIG-VIA-57-West-under-construction-889x592.jpg>