

MIDPOINT REVIEW

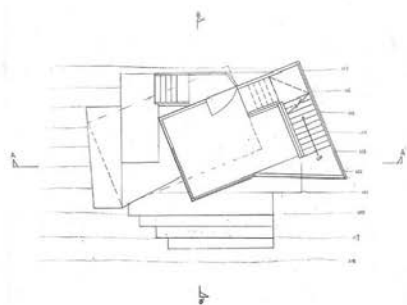
MENG FAN
SPRING 2017

ARH 110

Final Project: Chase Pavilion- Sutro Baths

The concept for my chess pavilion is based on the view of my site and my piece for the chess game on the master site plan. For the view, the best view is on the south-west and this is the reason why I twisted my second and third floor to face to the south-west area to give people the best view. For my pieces of the master site plan is pawn and the king is right next to me and this is another reason the concept twist to show that the pawn is looking to the different side to protect the king.

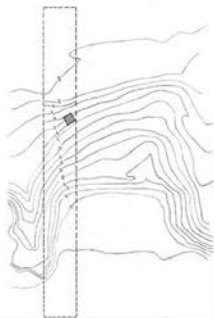




ARCH 101.01
PENG TAN
PROFESSOR: SHARITA SARKIS

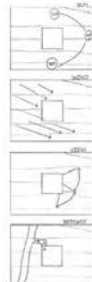
CHESS PAVILION

SCALE: 1/4" = 1'-0"
CONTINUOUS LINE: 1/8" = 1'-0"
SECOND FLOOR PLAN
SCALE: 1/4" = 1'-0"
FINAL PROJECT

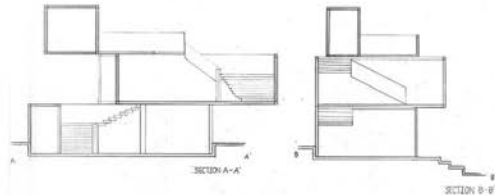


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CHESS PAVILION



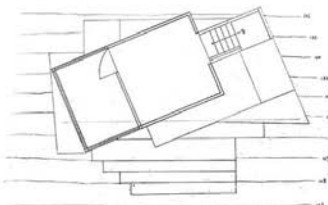
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ARCH 101.01
PENG TAN

CHESS PAVILION

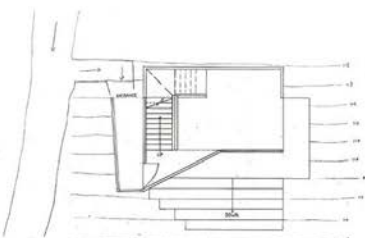
SCALE: 1/4" = 1'-0"
SECTIONS
SCALE: 1/4" = 1'-0"
FINAL PROJECT



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CHESS PAVILION

SCALE: 1/4" = 1'-0"
CONTINUOUS LINE: 1/8" = 1'-0"
SECOND FLOOR PLAN
SCALE: 1/4" = 1'-0"
FINAL PROJECT



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CHESS PAVILION

SCALE: 1/4" = 1'-0"
CONTINUOUS LINE: 1/8" = 1'-0"
SECOND FLOOR PLAN
SCALE: 1/4" = 1'-0"
FINAL PROJECT



PERSPECTIVE 1



PERSPECTIVE 2



PERSPECTIVE 3



PERSPECTIVE



PERSPECTIVE

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CHESS PAVILION

PERSPECTIVE & DESIGN
FINAL PROJECT

Final Project: Hybrid Building

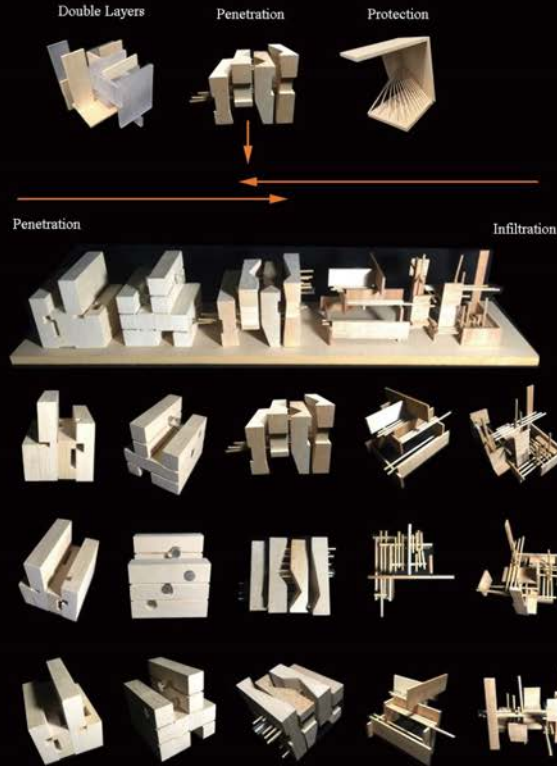
Based on my client's information that I searched and my concept model, I designed my hybrid building. I have two entrance faced on North which is on Mariposa Street, one for public and one for private. As you can see, the retail space and dwelling space is penetrate with the production space. And the production space is wrapping with the retail space and also the open space in between. Part of the retail space is penetrate into the production space that the customers can visit the dyeing space to see how they dye those fabrics. The first floor of the dwelling space is entertainment space and it is overlapping with the working space in part of the production space. The shape of the roof is to follow the slope of the site.



LOGIC/ ORDERING POSTER

Cube Concept:

- To express the concepts I had in my previous case study, I built three models, each of them speaks to an idea existing in the Planar House by Steven Holl.



Because of "Penetration" and "Infiltration" have similar meaning, I use volume to show the "Penetration" and use planes and column to show the "Infiltration".

Chopin nocturne no. 9



I choose one piano music and based on the movement of the note, I did the shifting for the every volume pieces, planes and columns on both fives cubes and passage.

Passage:

-I choose 3 cubes from the part 2, and combine them together to create the passage.

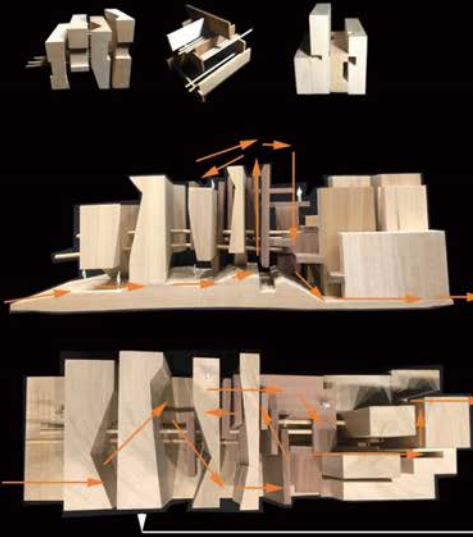
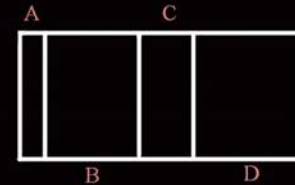


Diagram:



A&C: Close Space
B&D: Open Space



Look in from the entrance



ARH 210

Substitution and Insertion mutations have the ability to change the coding of DNA sequences which affect the production of agents within the cell. In this example, when these agents are produced they will cause the components to compress. When no agents are produced, the components will split. When components fail to attach to each other they will swell and then deteriorate. [Point at model while talking] This television studio and exoskeleton manufacturing complex becomes the organism that is growing into its host site in the industrial and ever changing Dogpatch district. [Point at program diagram while talking] This organism utilizes the properties of its internal components, the physical programs, along with the behaviors of compression, splitting, and swelling followed by deterioration to begin to merge and grow into its surroundings. By growing onto the site in this way the building can easily adapt to host a variety of different types of visitors on any given day. This ability of adaptation allows for the building to be classified into many different categories, or identities.





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|-----------------------|-----------------------|---------------------|-----------------|
| 1. LOBBY | 4. RAMP (UPPER LEVEL) | 7. RESEACH LAB | 10. TV STUDIO |
| 2. TICKETING | 5. MACHINING LAB | 8. EXHIBITION SPACE | 11. BEER GARDEN |
| 3. RAMP (LOWER LEVEL) | 6. DIGITAL LAB | 9. PRIVATE OFFICE | |

LEGEND:

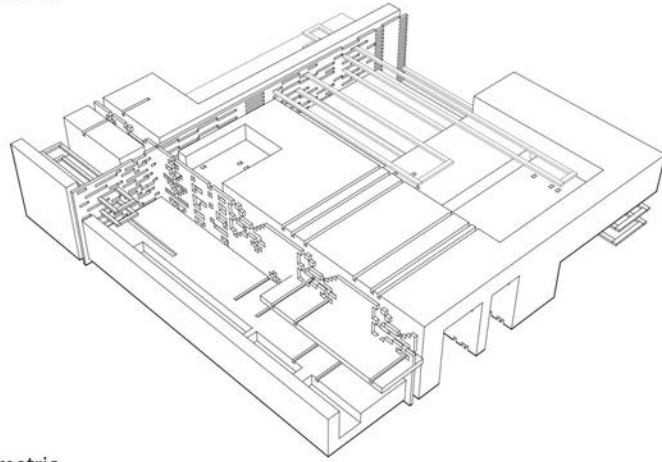
- | | |
|--|----------------------|
| | CUT LINE |
| | STRUCTURE SUPPORTING |







Phase_02
Isometric



Isometric

