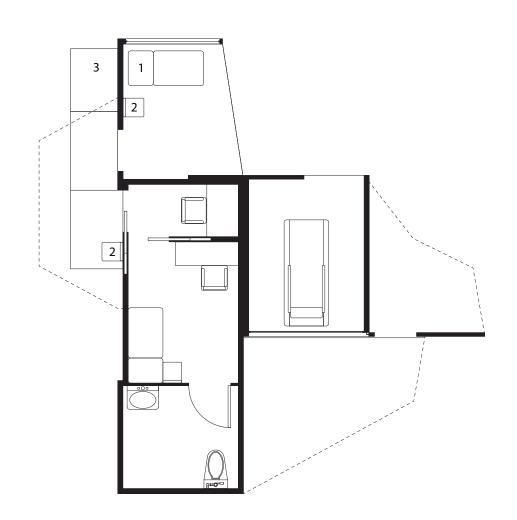
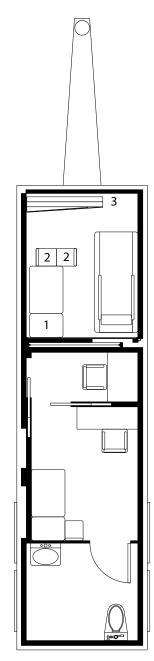
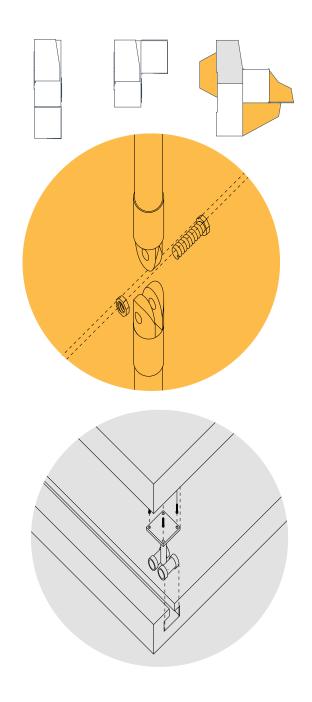
THIS IS A COMPOSITION OF SOME OF MY WORK CREATED WITHIN MY FIRST FOUR YEARS OF PURSUING A BACHELORS OF ARCHITECTURE AT LOUISIANA STATE UNIVERSITY. THE PROJECT TYPES RANGE FROM A SMALLER SCALE OF INSTALLATION DESIGN TO A LARGER SCALE OF URBAN PLANNING.

- 1 Examination Table
- 2 Extra Seating
- 3 Collapsable Ramp



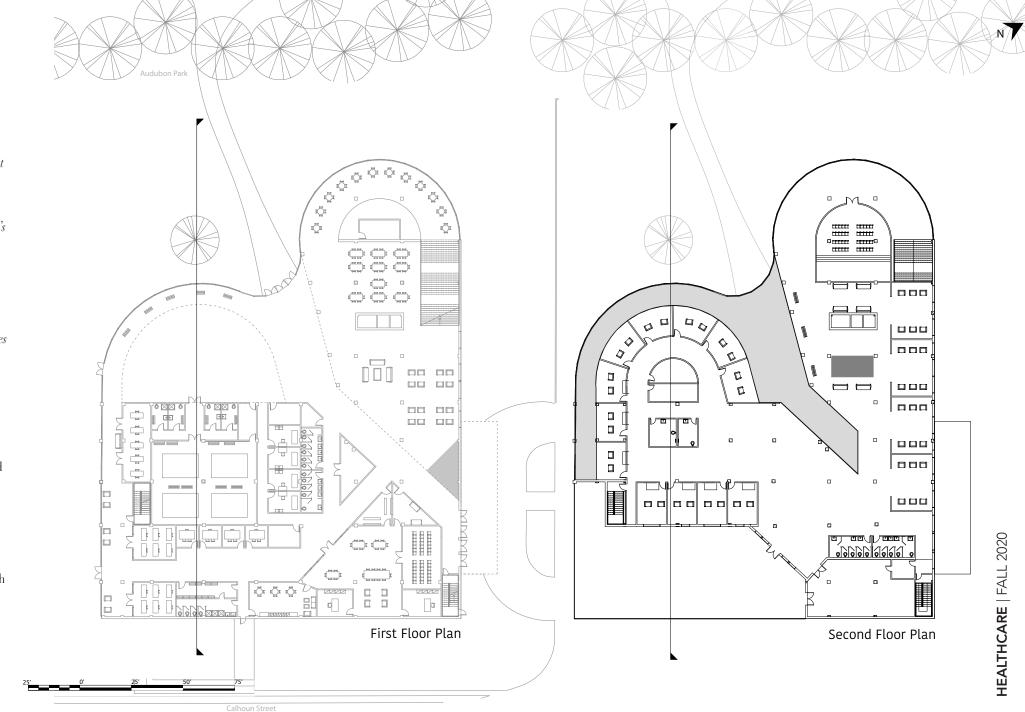




URBANCARE PEDIATRIC REHABILITION CENTER PROJECT

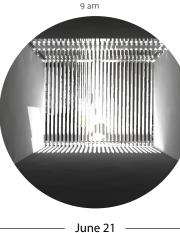
Prompt - UrbanCARE is a proposed outpatient pediatric rehabilitation center in New Orleans offering physical, cognitive, creative, speech, and other therapies for children. Associated with Children's Hospital NOLA, UrbanCARE's mission is to provide the highest quality rehabilitation services for children in New Orleans without regard for cost. Successfully develop a schematic design of a mid-sized multi-story building on the complex urban site by interpreting and integrating the building program needs, user requirements, opportunities and limitations in design responses.

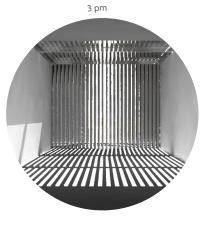
The UrbanCARE rehabilitation center aims to bridge the disconnect between the surrounding community and the users of the hospital. Through visual, as well as physical engagement with the outdoors, the surrounding community will be invited to participate with the outdoor spaces of the hospital, rather than feel deterred from site. The surrounding trees support the incorporation of the adjacent park by edging into the building's setback. The outdoor spaces of the building push back at this encroachment by extending its reach through the outdoor group activity spaces and recreation.

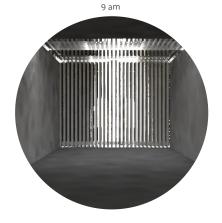


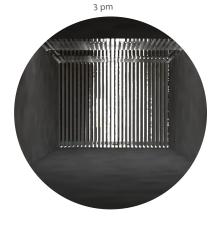
The proposed site sits opposite the Shaw Center for the Arts in Downtown Baton Rouge. The existing building is to be remodeled to be a museum - the existing shell to remain. The building has three levels, one being a double height space for display purposes.

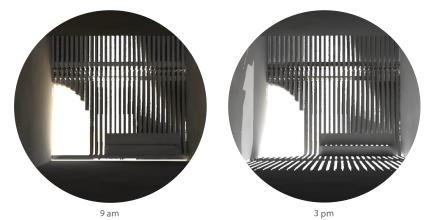
Using the topography of Baton Rouge, the facade of the Museum of Geology and Natural Science is formed. The wooden louvers create a pattern along the floor of the museum, while also providing a sitting area for visitors to spectate on the exhibits. Studies were conducted to compare the light patterns as they vary throughout the day and the seasons.











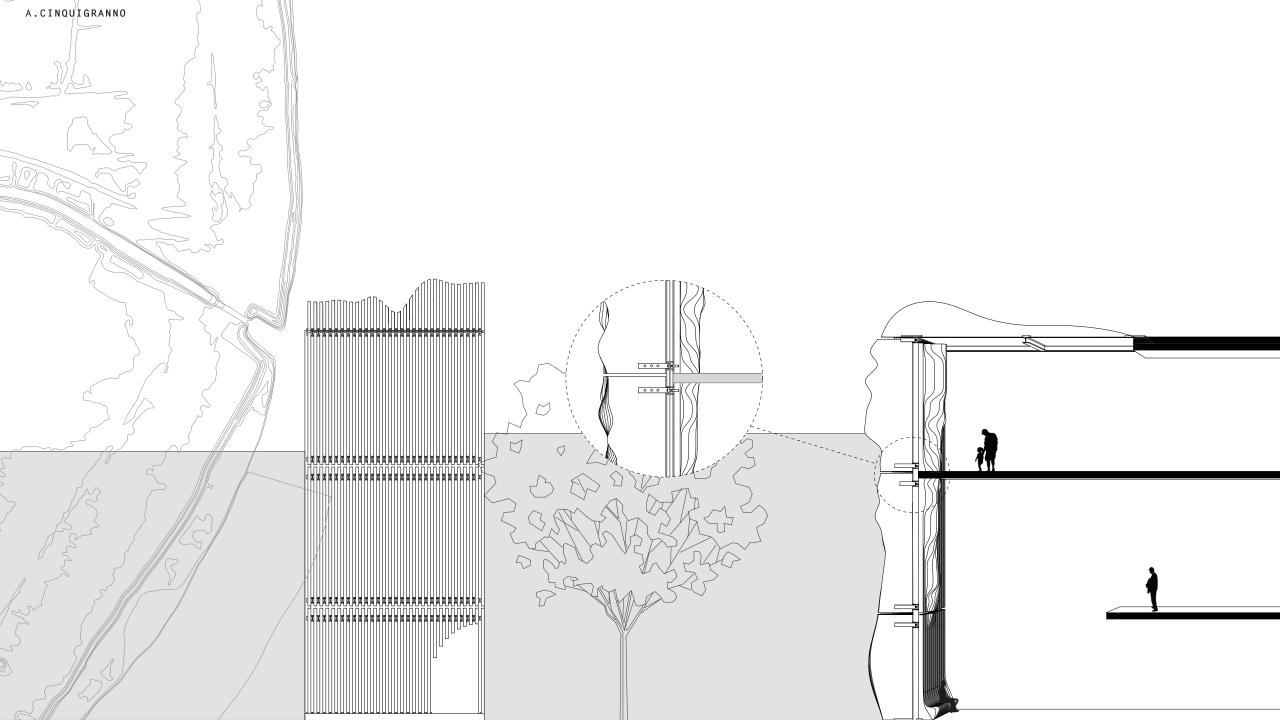






3rd Floor

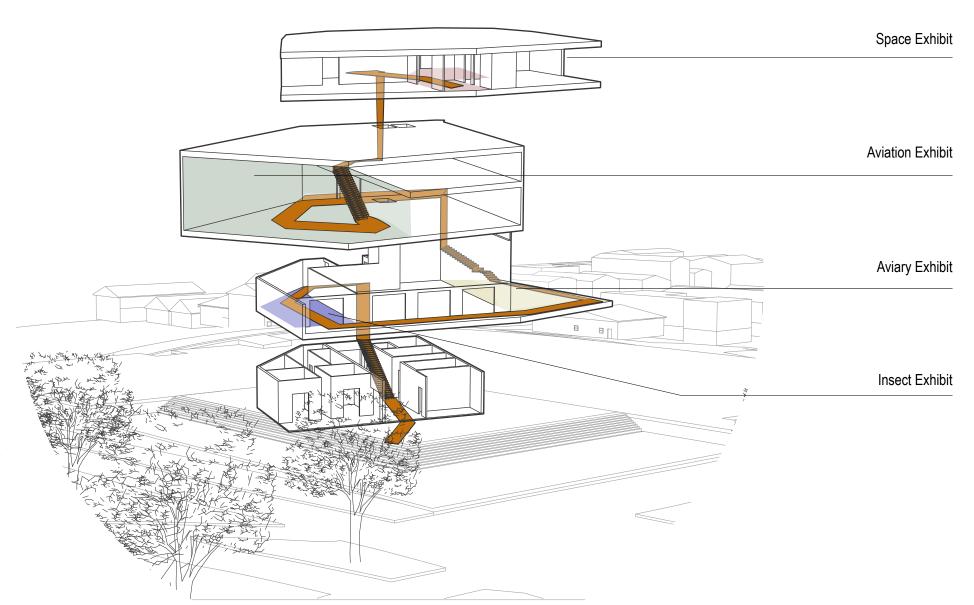
3 pm

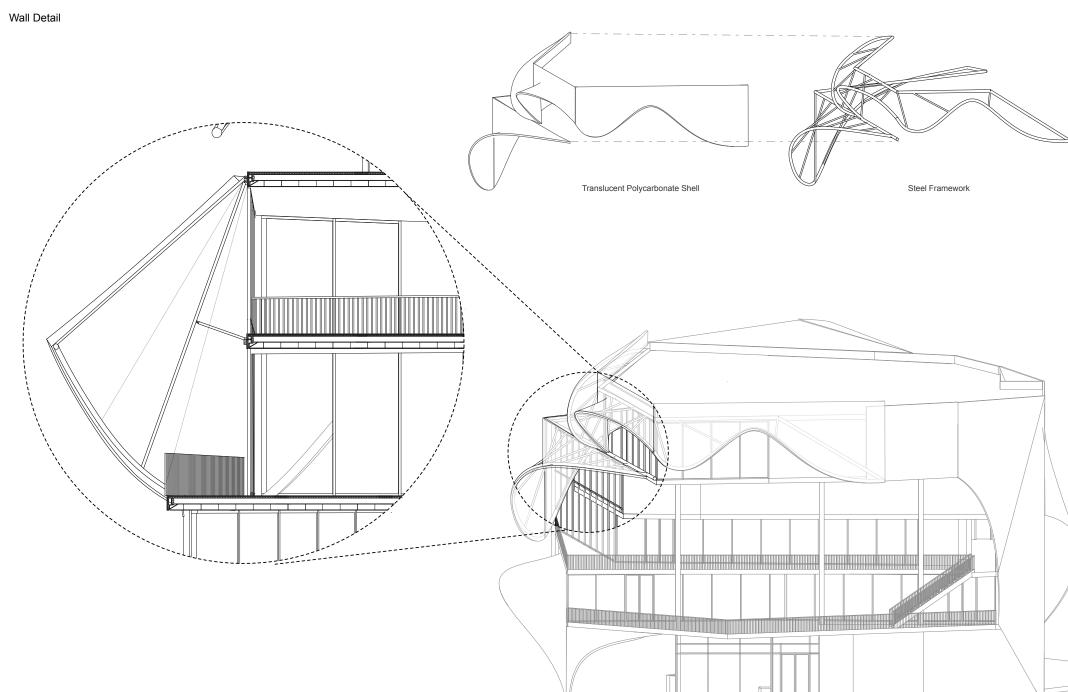


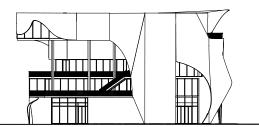
MUSEUM OF FLIGHT

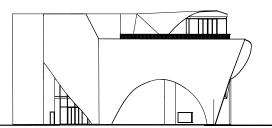
Prompt - As a part of this project, the specific theming and media contained within the museum's collection were up to the individual to propose. This theming provided an invaluable resource in steering how to develop the design. This choice was open, and can freely be chosen.

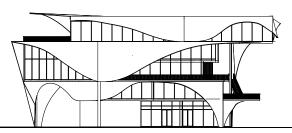
The museum of flight encompasses all things that fly, living and nonliving. The main exhibit spaces are divided into four groups: bugs, birds, planes, and spacecraft. The focus will be on the science of lift and its evolutionary development as the user passes through all four groups. The user type is all ages, as the children will be captivated by the bugs, birds, planes, and outer space. The parents and adults entering the museum get to learn about history and evolution through the historical framework and context of flight as they move through the museum. Families with a wide variety of ages can spend time here.

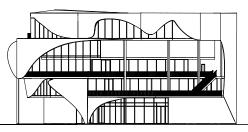












North Elevation South Elevation East Elevation West Elevation





