

# CONNIE WANG

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## PORTFOLIO

# ABOUT ME

## CONNIE WANG

I am a Bay Area native pursuing a Bachelor of Arts in Architecture and a Sustainable Design minor at UC Berkeley. I am passionate about the work I produce, and focus my creative energy on tackling collaborative and beautiful architectural projects. Currently, I am seeking an intensive architecture internship to dive into challenging projects that expand my technical skills and design capabilities.

Some of goals I am working towards include obtaining my BA in Architecture, LEED GA and AP certification, architecture license in California, and realtor license in California.

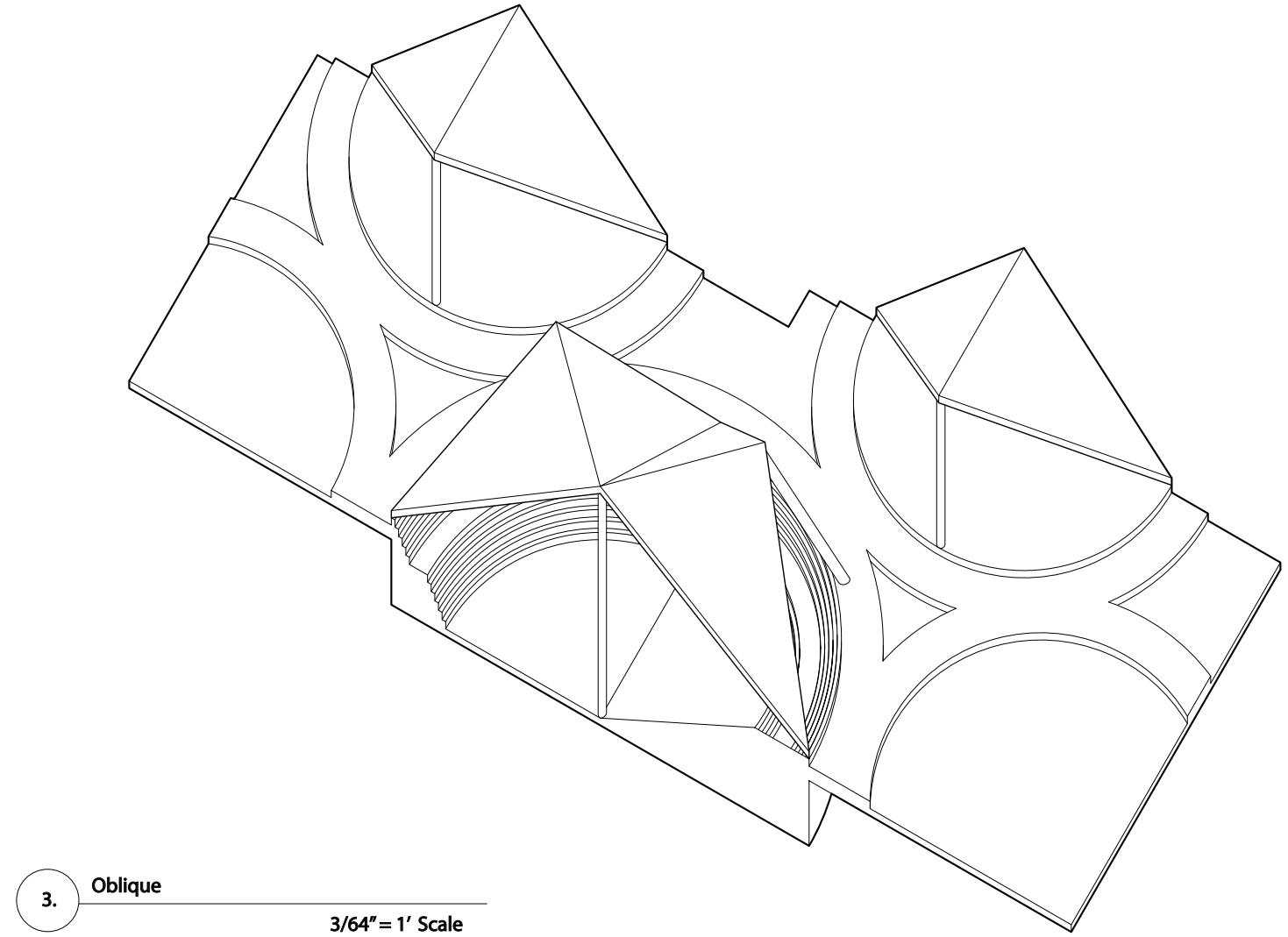
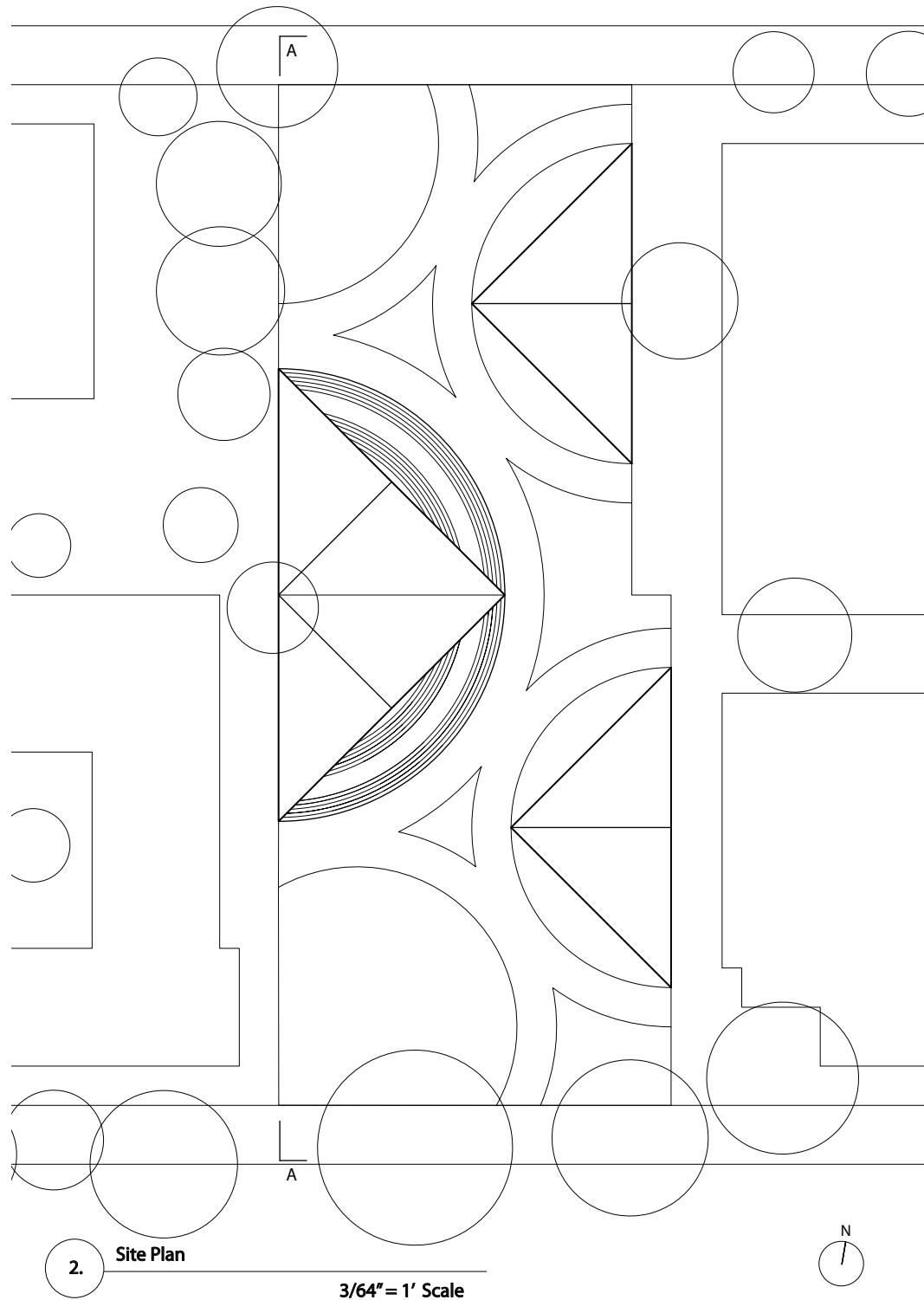
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## PROJECT 01: SQUARE PAVILION

Spring 2024 | ARCH 100B : Fundamentals of Architectural Design | Instructor: Aaron Forrest

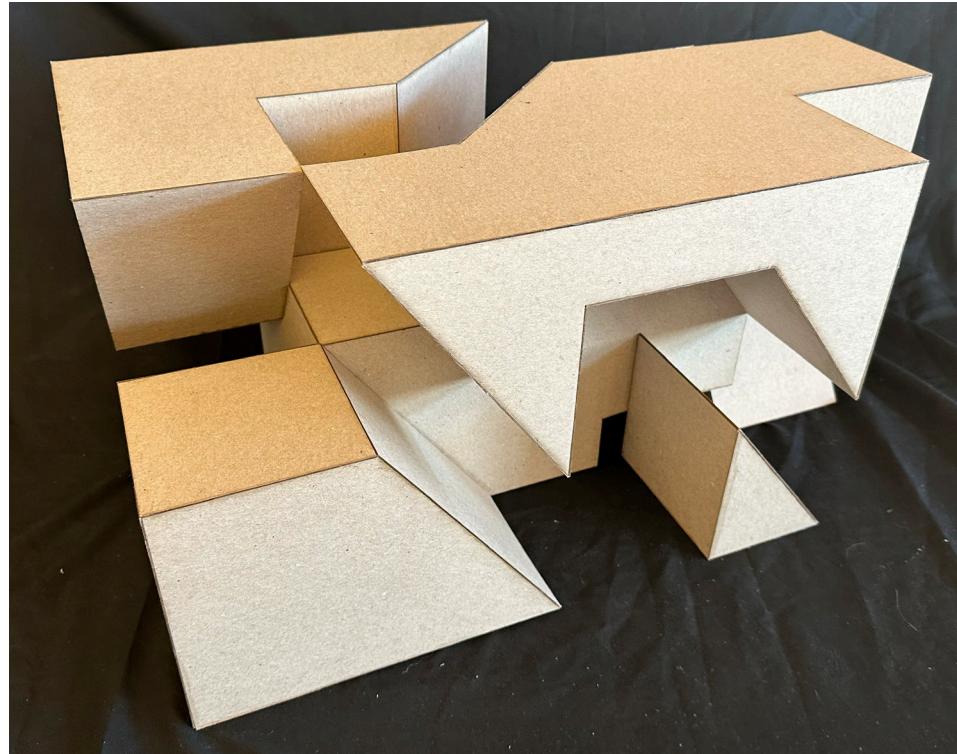
Materials: Chipboard, Dowel, 3D | Software: Rhin and Illustrator

Size (LxWxH): 26" x 18" x 8"

My project was to design a pavilion that should be able to be understood as both square and not square at the same time. My project aims to create a pavilion that challenges conventional notions of squareness while still embodying its essence. Drawing inspiration from Union Square in San Francisco, where the shape defies strict definition, I've observed that the square is more about the shared experience within the space rather than its precise geometry. My design seeks to provide a versatile gathering space akin to a traditional square, where people can convene for concerts, rallies, and various events. Emphasizing the centrality of the square concept, I've structured the site to encourage interaction with the central area. The design of the pavilion's roofs reinforces this idea by forming a square when arranged together, underscoring the holistic nature of the square concept within the entire site.



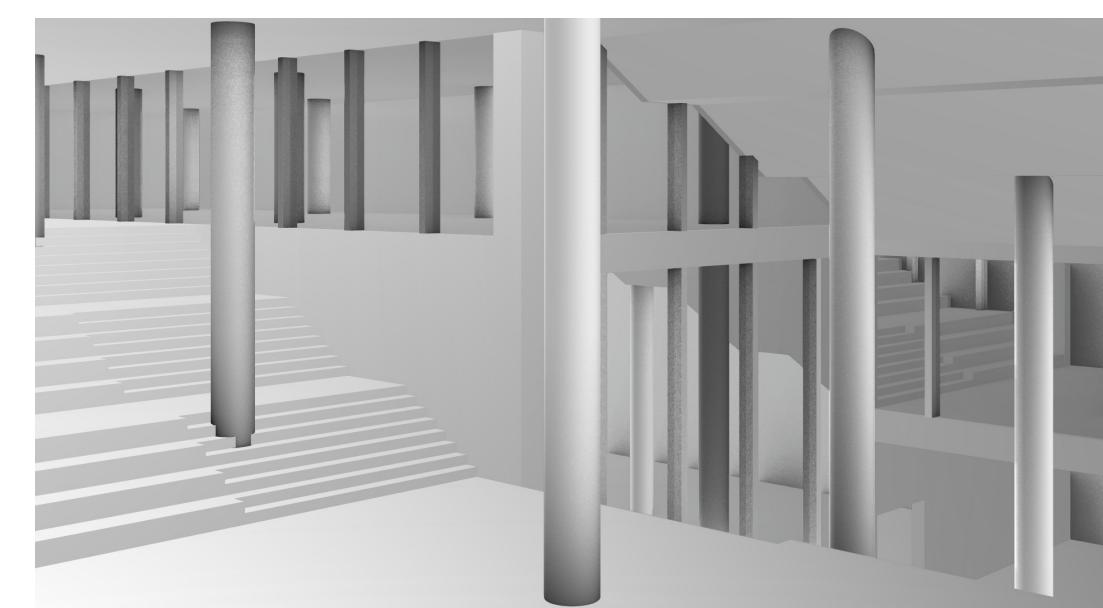
Model Photography



Part 1 Model



Part 1 Model



## PROJECT 02: MISTAKE 1963 OFFICE BUILDING



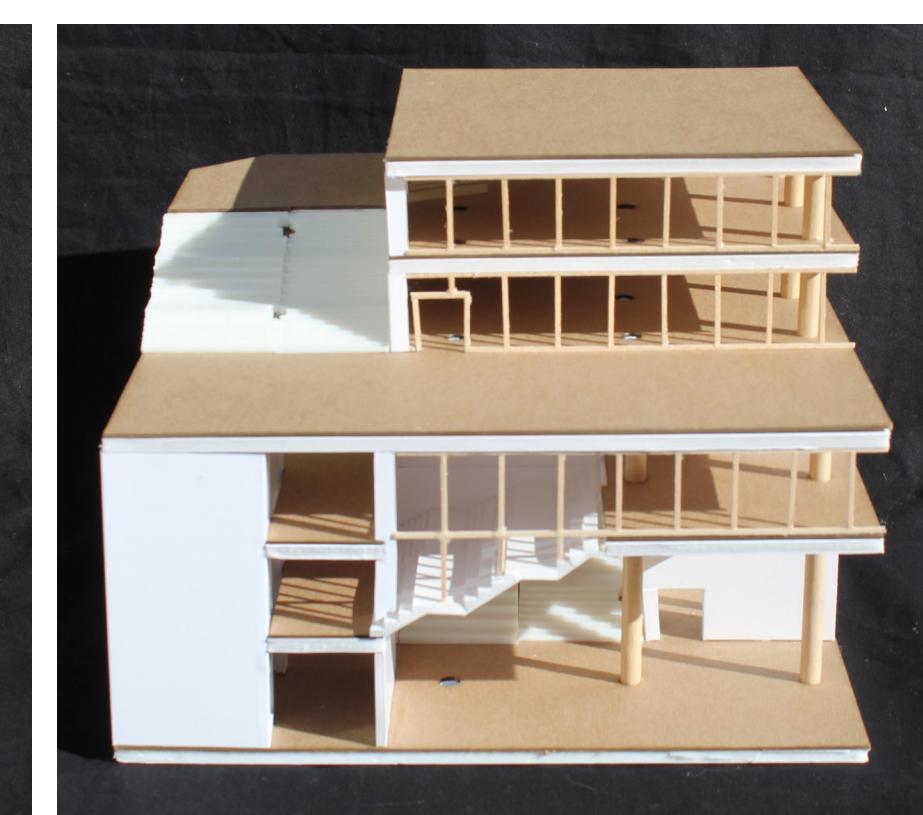
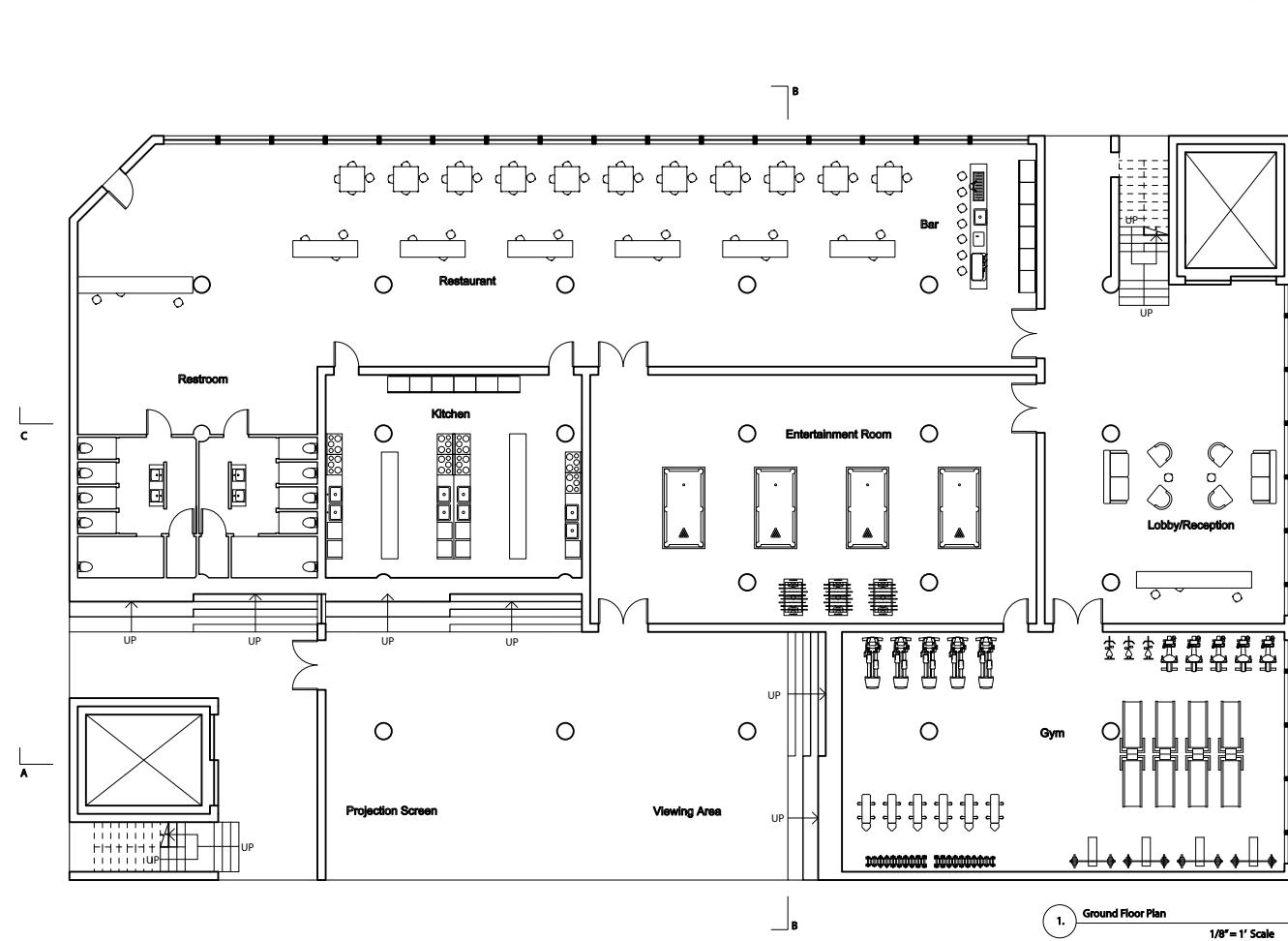
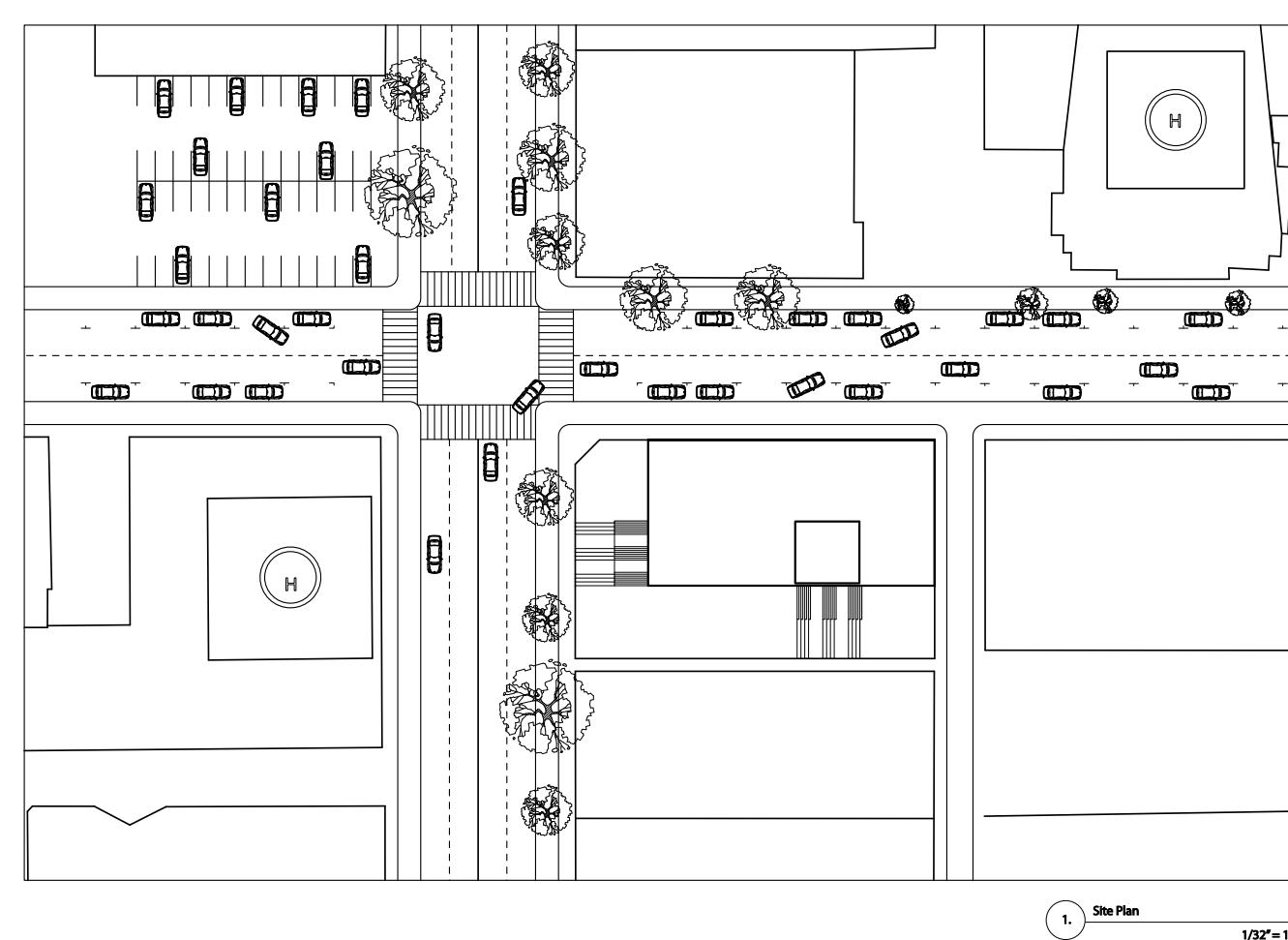
Fall 2023 | ARCH 100A: Fundamentals of Architectural Design | Instructor Adam Miller

Software: Rhino, Illustrator, Vray

Materials Part 1 Model: Chipboard

Part 1 Size (LxWxH): 24" x 15" x 12"

There were two parts to this project. The first part was to take our chosen sculpture (Mistake 1963) and make a series of subtraction from a rectangular prism. The second part was to convert the previous model into a multi use office building.



## PROJECT 2: MISTAKE 1963 OFFICE BUILDING

Fall 2023 | ARCH 100A: Fundamentals of Architectural Design | Instructor Adam Miller

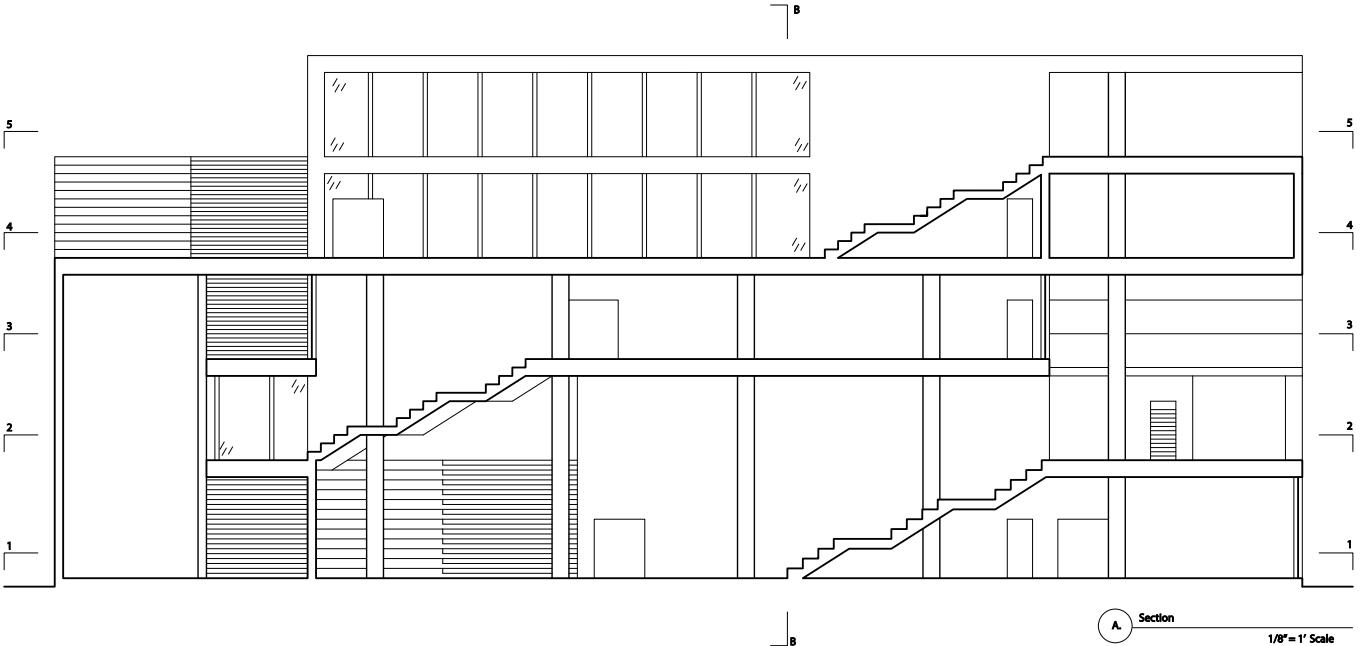
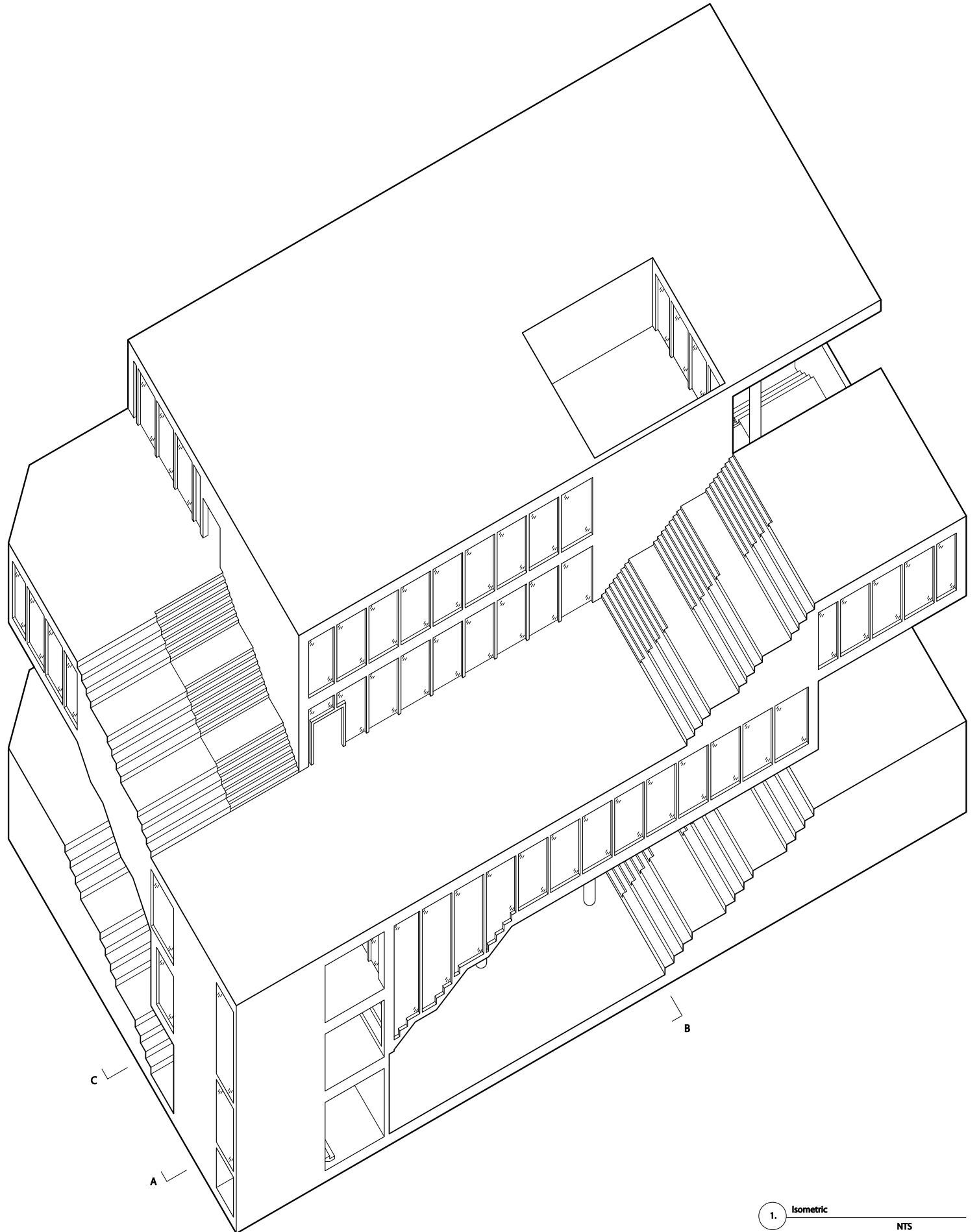
Software: Rhino, Illustrator

Part 2 Materials: Foam Core, Chipboard, Dowels, Sticks, Bristol Paper, 3D Print

Part 2 Size (LxWxH) : 11"X 11"X 8"

My architectural model is rooted in the dynamic interplay between angles, pathways, and light, drawing parallels to how light shapes our perception of spaces and surfaces within architecture, thus influencing ambiance and aesthetic values. Similarly, my model leverages these elements—angles and pathways—as a metaphorical tool to navigate through and shed light on the multifaceted nature of communication. This approach not only aims to explore the physical dimensions of architecture but also to delve into the symbolic layers, using the built form as a means to interpret and express the nuanced complexities inherent in language.

In developing the sectional model, I selected a particular cut that adeptly demonstrates the fusion and interaction between different spaces, highlighting moments of gestalt. This deliberate choice was made to visually articulate how the architectural spaces not only coexist but also seamlessly integrate, fostering a dialogue between various elements of the design. Through this sectional perspective, the model reveals the intricate balance and harmony within the building, offering insights into the thoughtful interplay of form, function, and the conceptual underpinnings of gestalt principles in the architectural narrative.

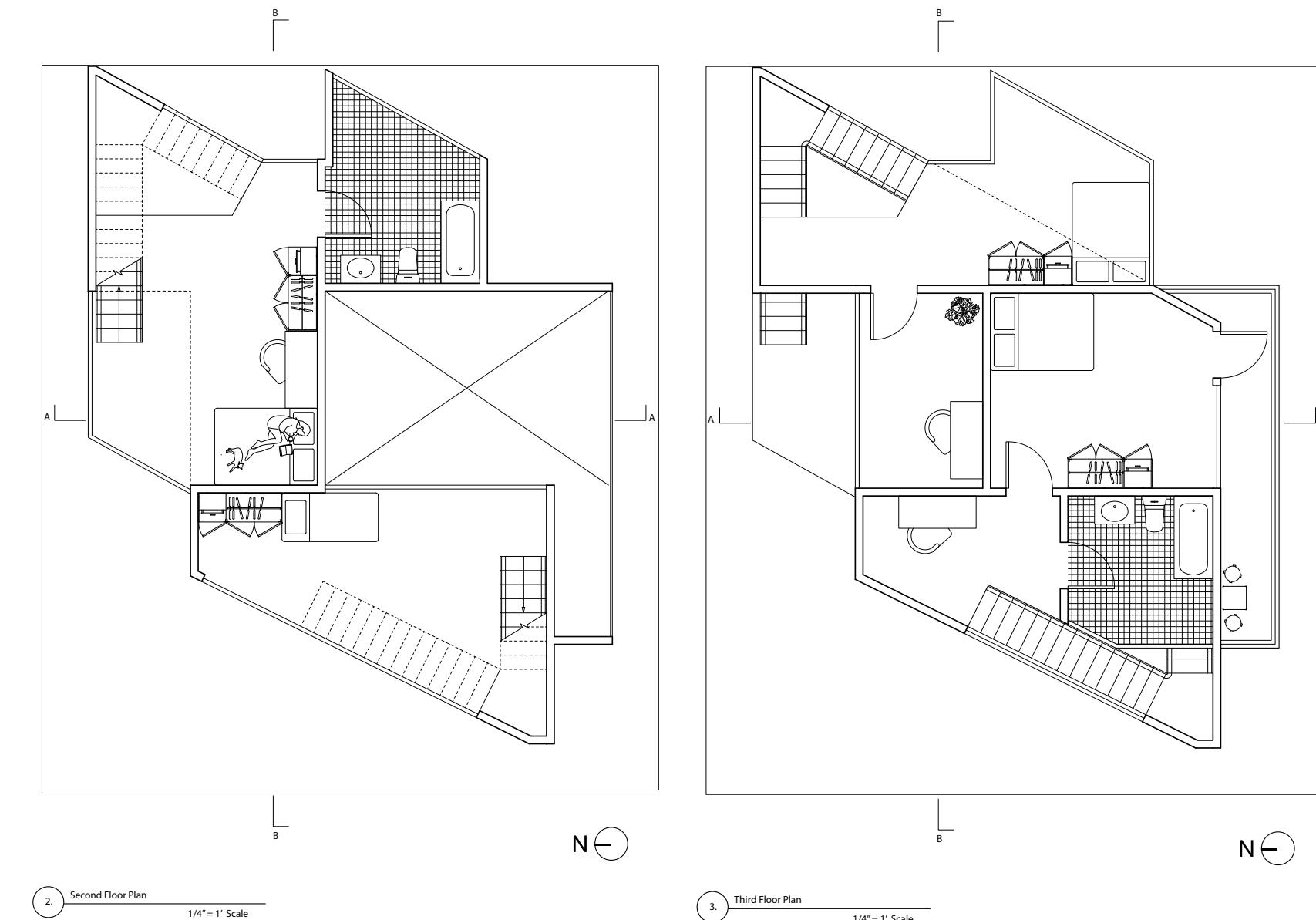
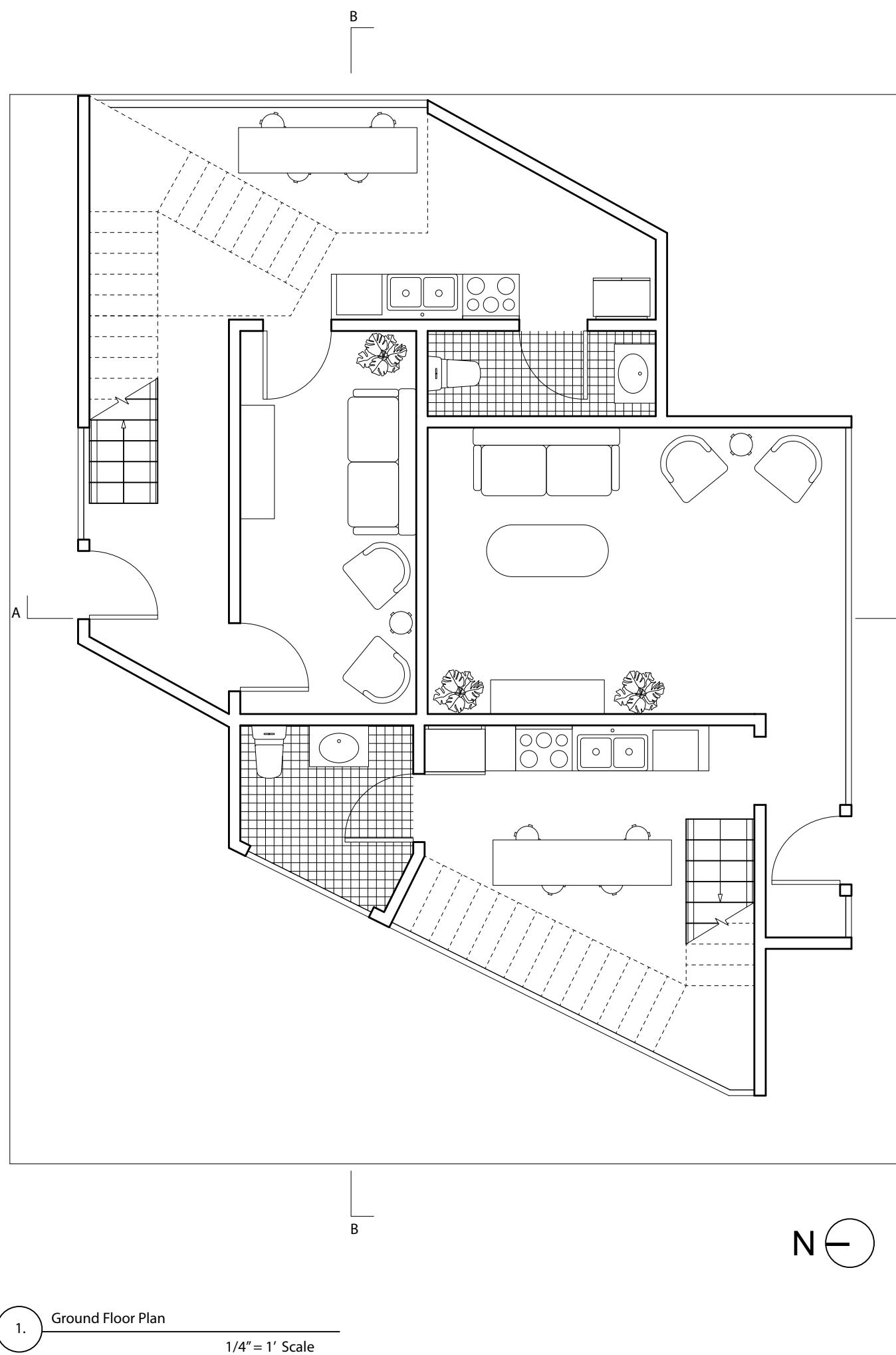


## PROJECT 2: MISTAKE 1963 OFFICE BUILDING

Fall 2023 | ARCH 100A: Fundamentals of Architectural Design | Instructor Adam Miller  
Software: Rhino, Illustrator

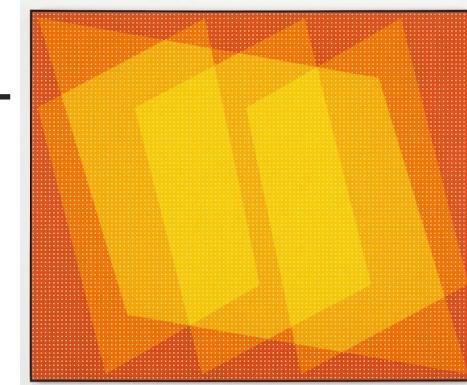
In the project's second phase, the initial model evolved into a multi-use office building, drawing on gestalt principles highlighted by strategic subtractions reminiscent of the "Mistake" sculpture. This design phase emphasizes the interplay of light, angles, and pathways to define the building's ambiance and aesthetic, mirroring how individual components integrate to form a cohesive whole. By exploring these elements, the model showcases the nuanced complexities of gestalt, offering an architectural narrative that enriches the user experience through a thoughtful arrangement of form and space.



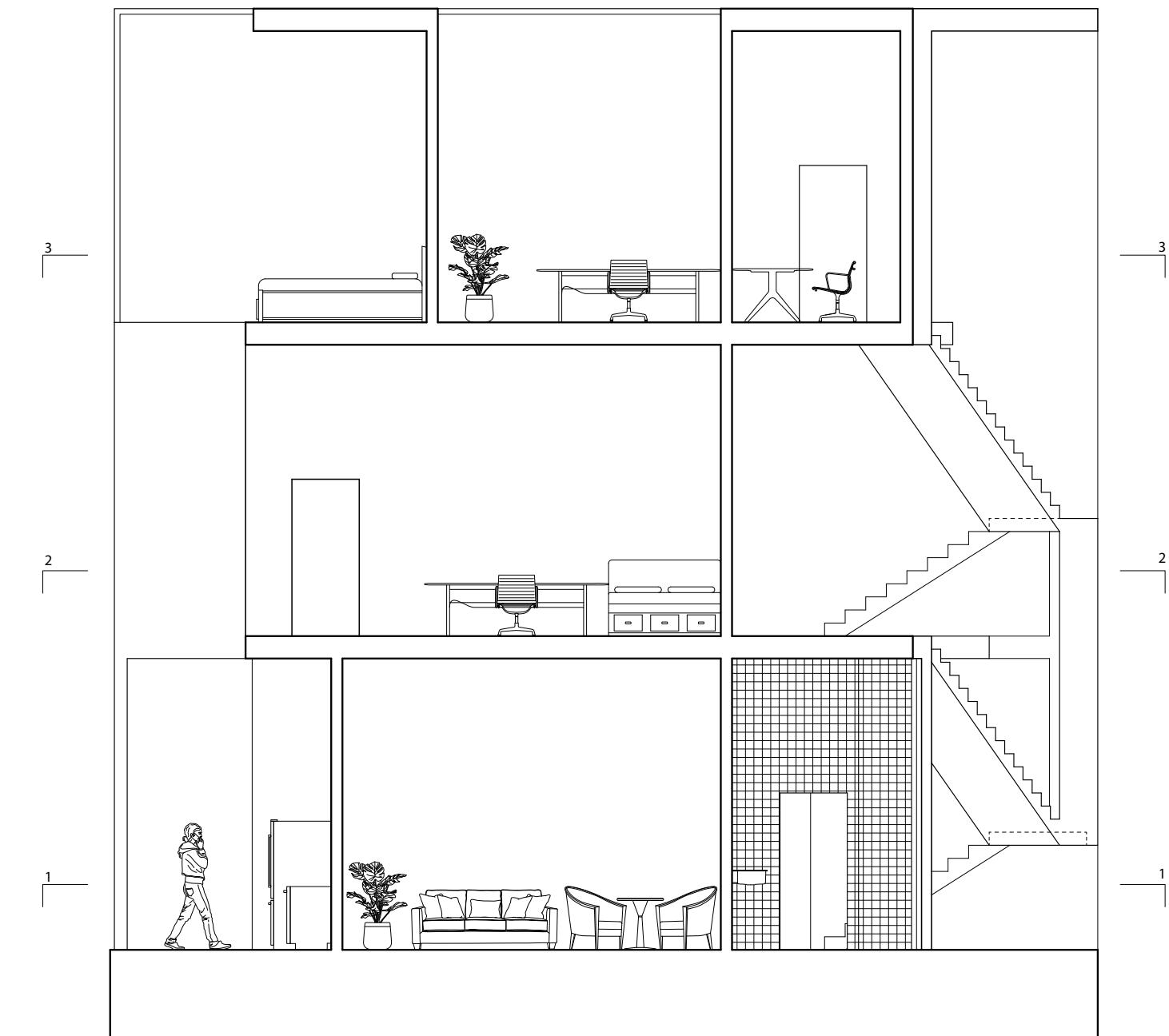
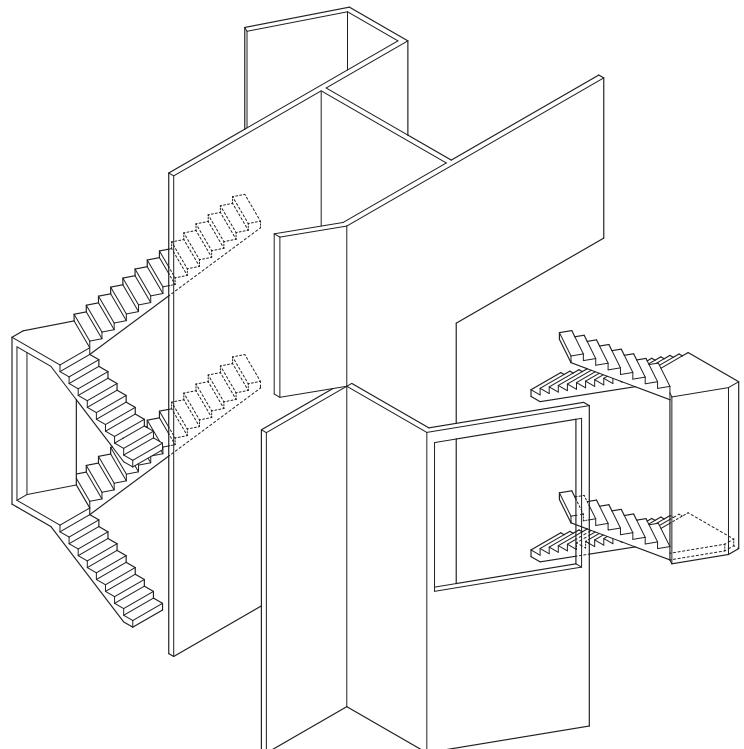
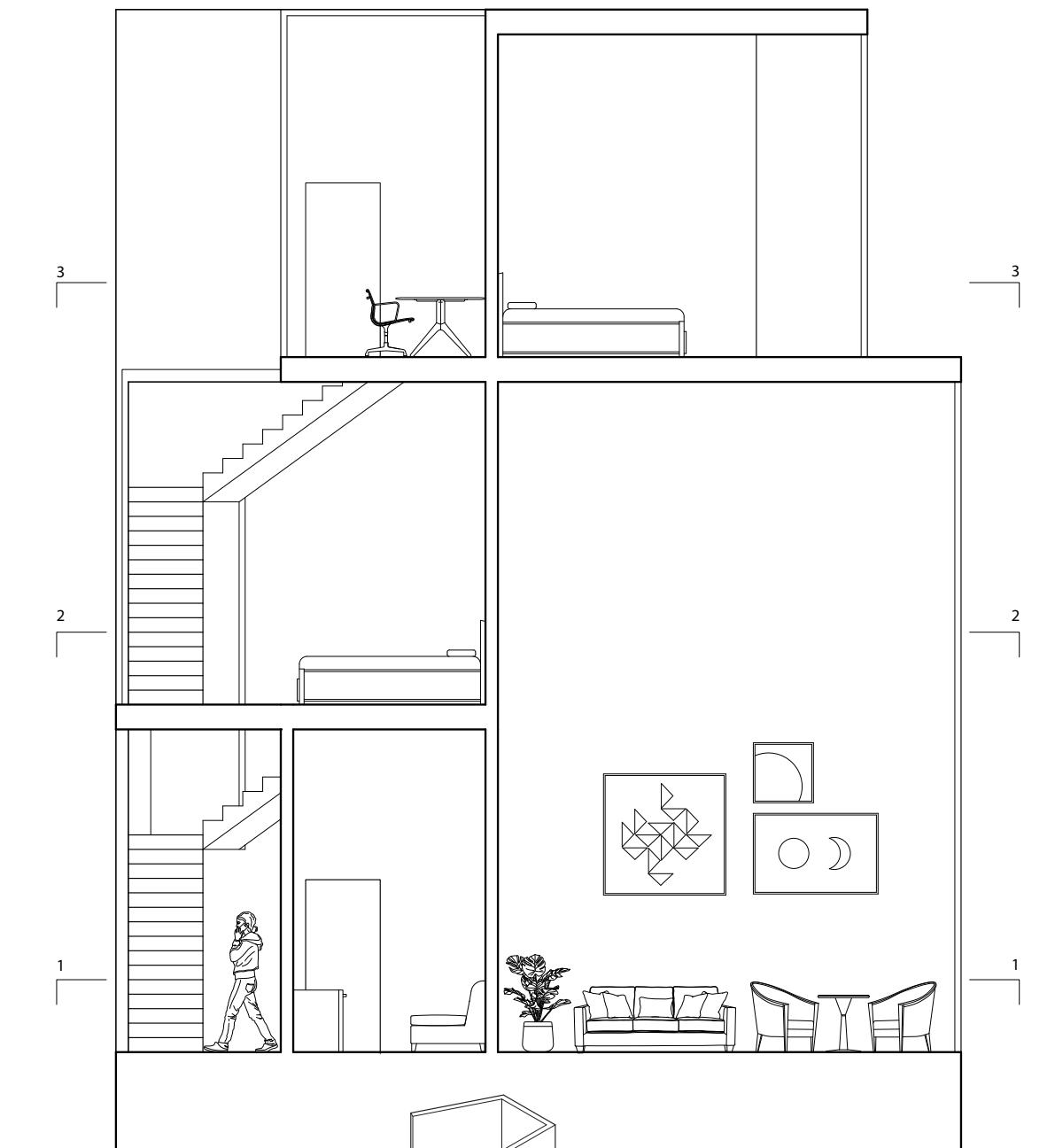


# PROJECT 03: TRANSLUCENT LIGHT DUPLEX

Spring 2023 | ARCH 11B: Introduction to Design | Instructor Elaine Forbush  
Softwares: Rhino, Illustrator



The project consists of three stages, starting with translating a painting into architectural drawings that explore key concepts like separation, boundary, and space. A significant step involves creating a grid drawing based on the painting's structure, establishing a framework of points and lines. Additionally, a conceptual drawing divides the image into seven overlapping shapes, envisioning them as interconnected rooms.

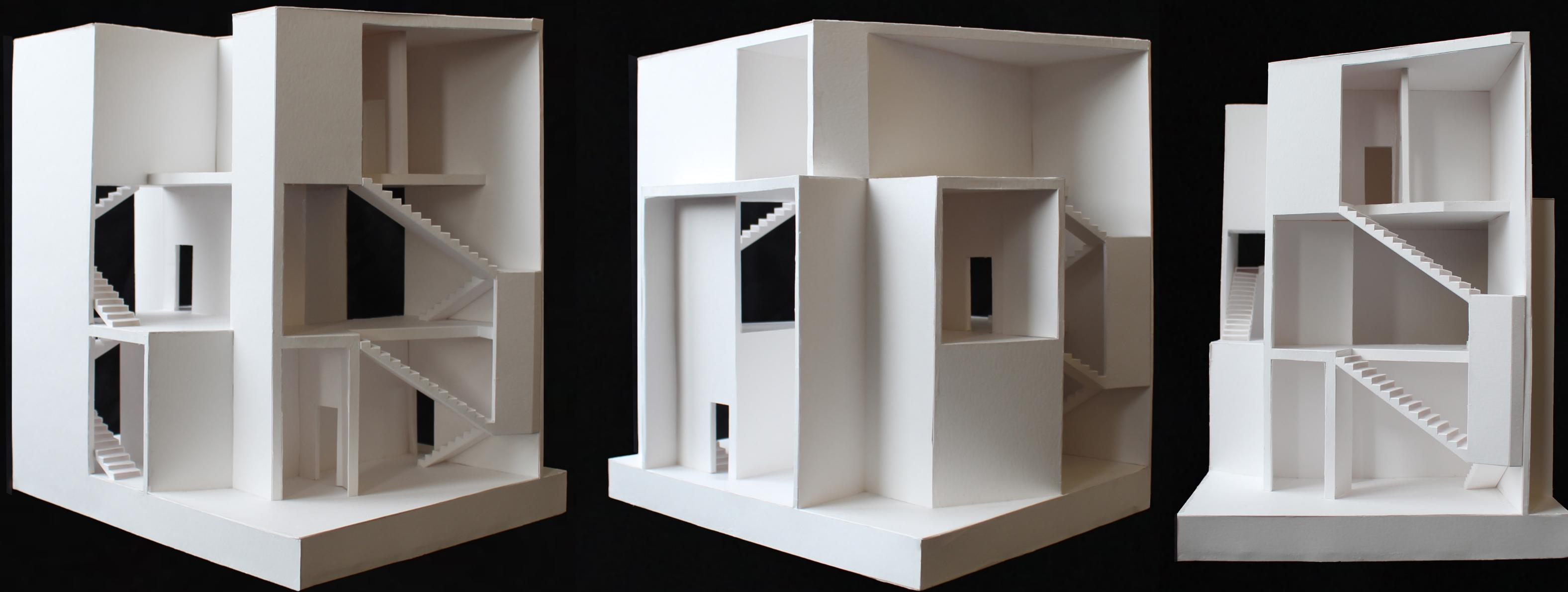


## PROJECT 3: TRANSLUCENT LIGHT DUPLEX

Spring 2023 | ARCH 11B: Introduction to Design | Instructor Elaine Forbush

Softwares: Rhino, Illustrator

The 3D model I've developed is a reflection of the initial 7-room drawings, incorporating the essence of the painting's directional elements. Two prominent walls within the model serve to emphasize the lines that stood out to me in the original artwork. While the project's focus was primarily on modeling practice and not intended to represent a conventional building, I remained mindful of the user experience, as well as considerations of light and movement within the space. This approach ensured that despite its experimental nature, the model still accounts for how individuals might interact and navigate within the environment, adding depth to the design process.



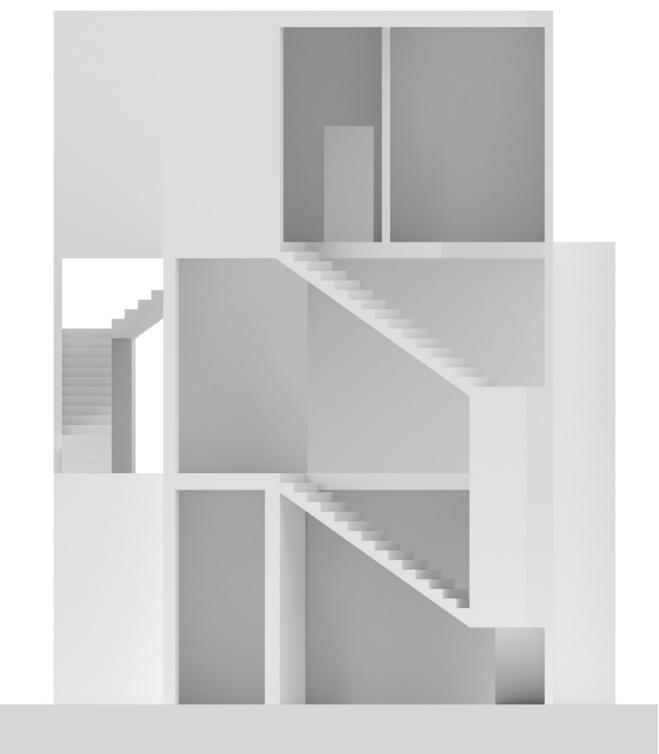
## PROJECT 3: TRANSLUCENT LIGHT DUPLEX

Spring 2023 | ARCH 11B: Introduction to Design | Instructor Elaine Forbush

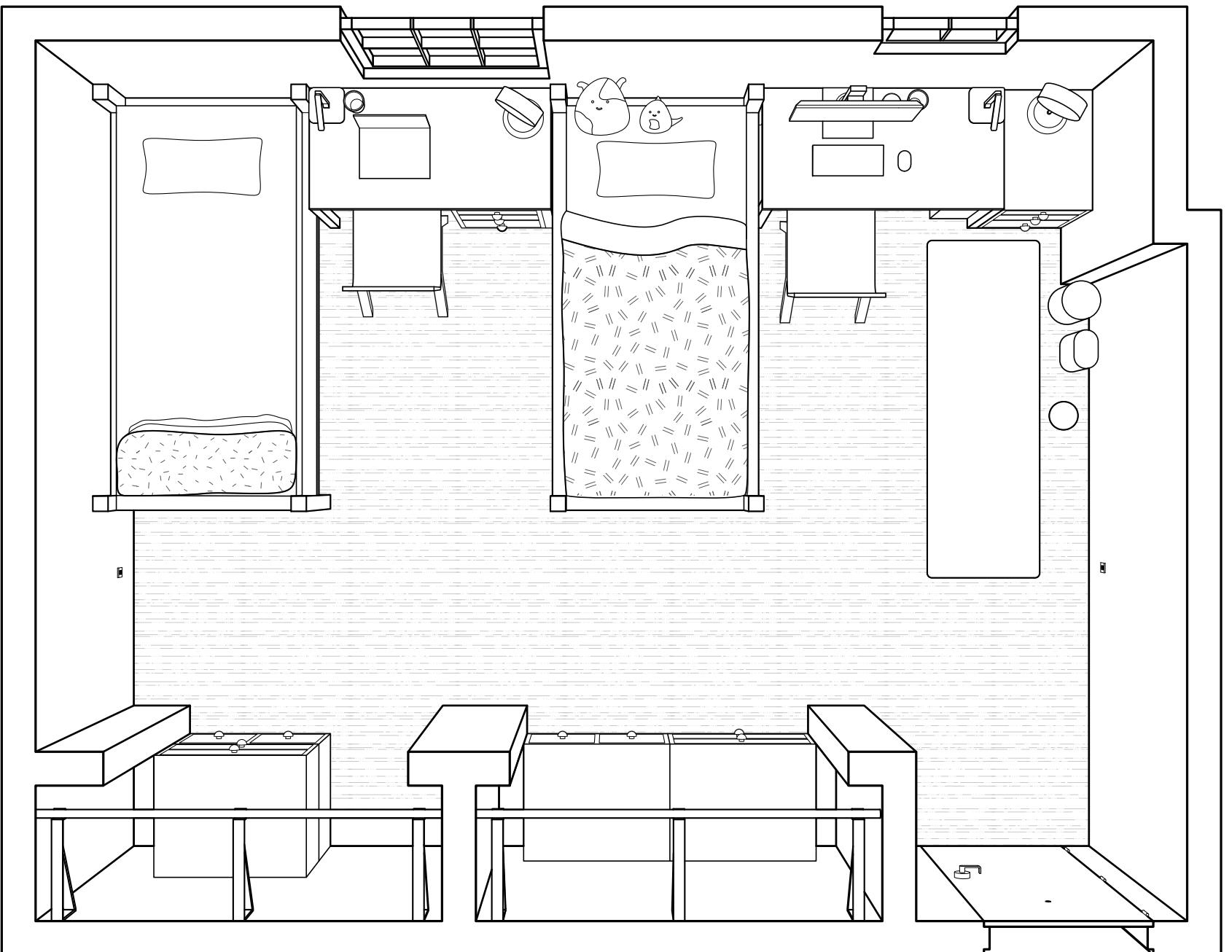
Softwares: Rhino, Illustrator

Materials: Bristol Paper

Size (LxWxH): 17"x11"x17"



This exploration is synthesized in the floor plans and sections of a 3D model, representing the transition from the image's abstract qualities to a concrete architectural form. These plans and sections illustrate the project's journey from conceptual analysis to spatial realization, highlighting the process of bringing architectural ideas to life.

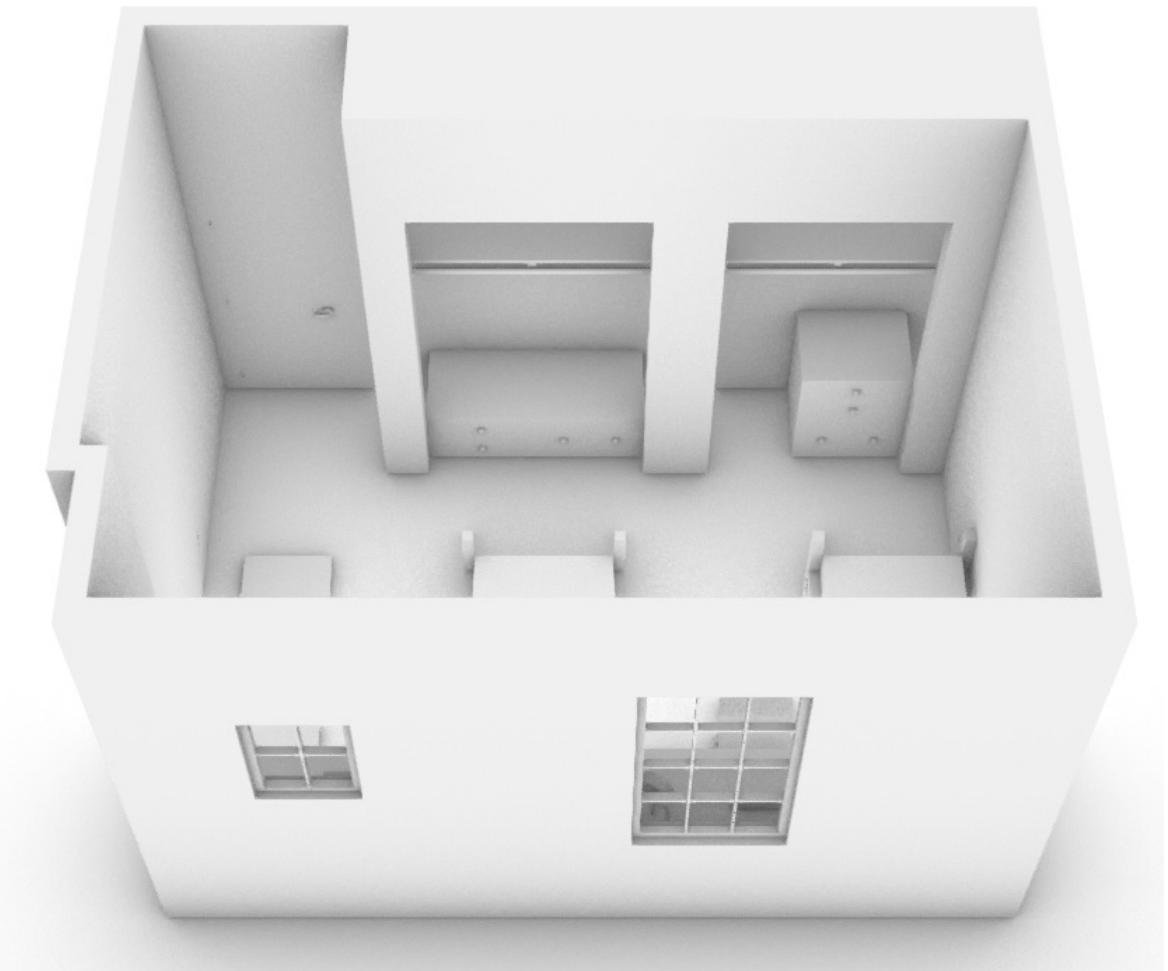
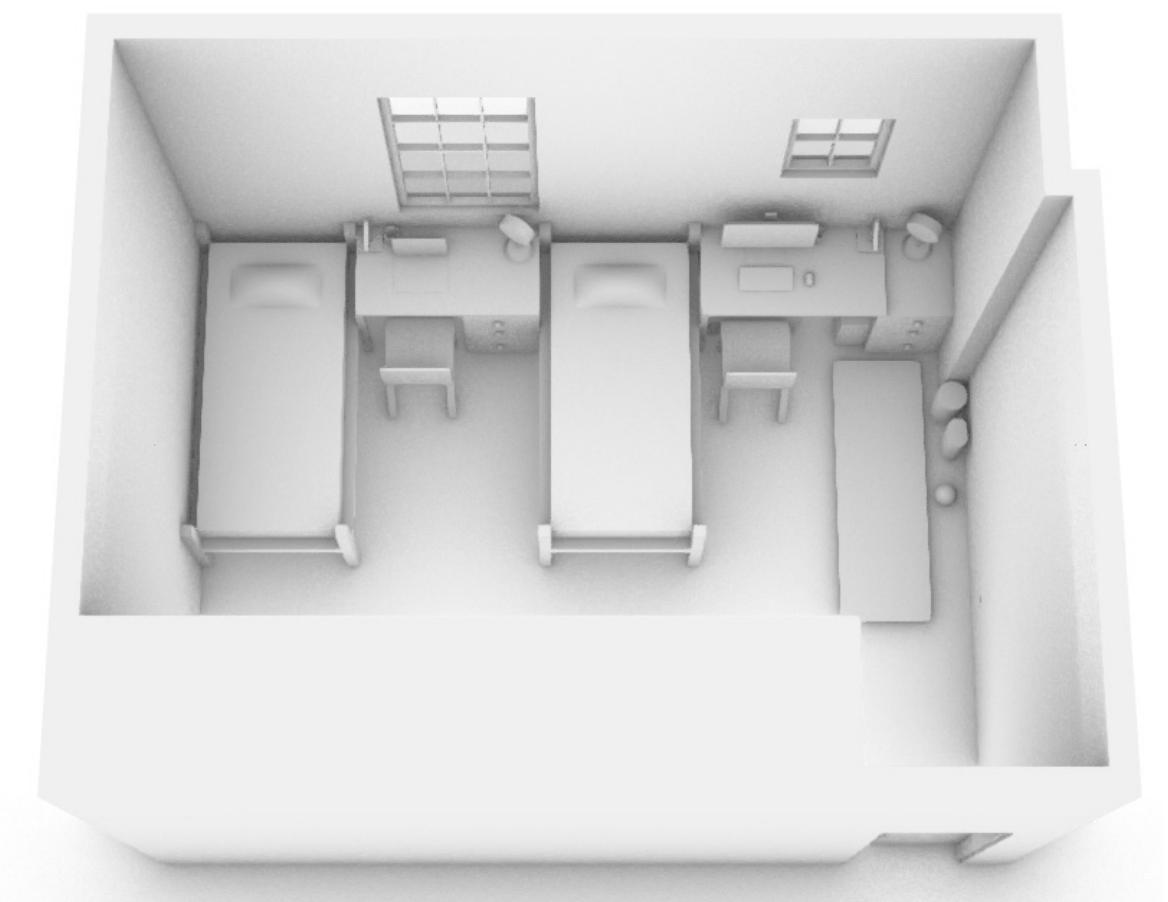


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N



Scale: 1/2" = 1'-0"

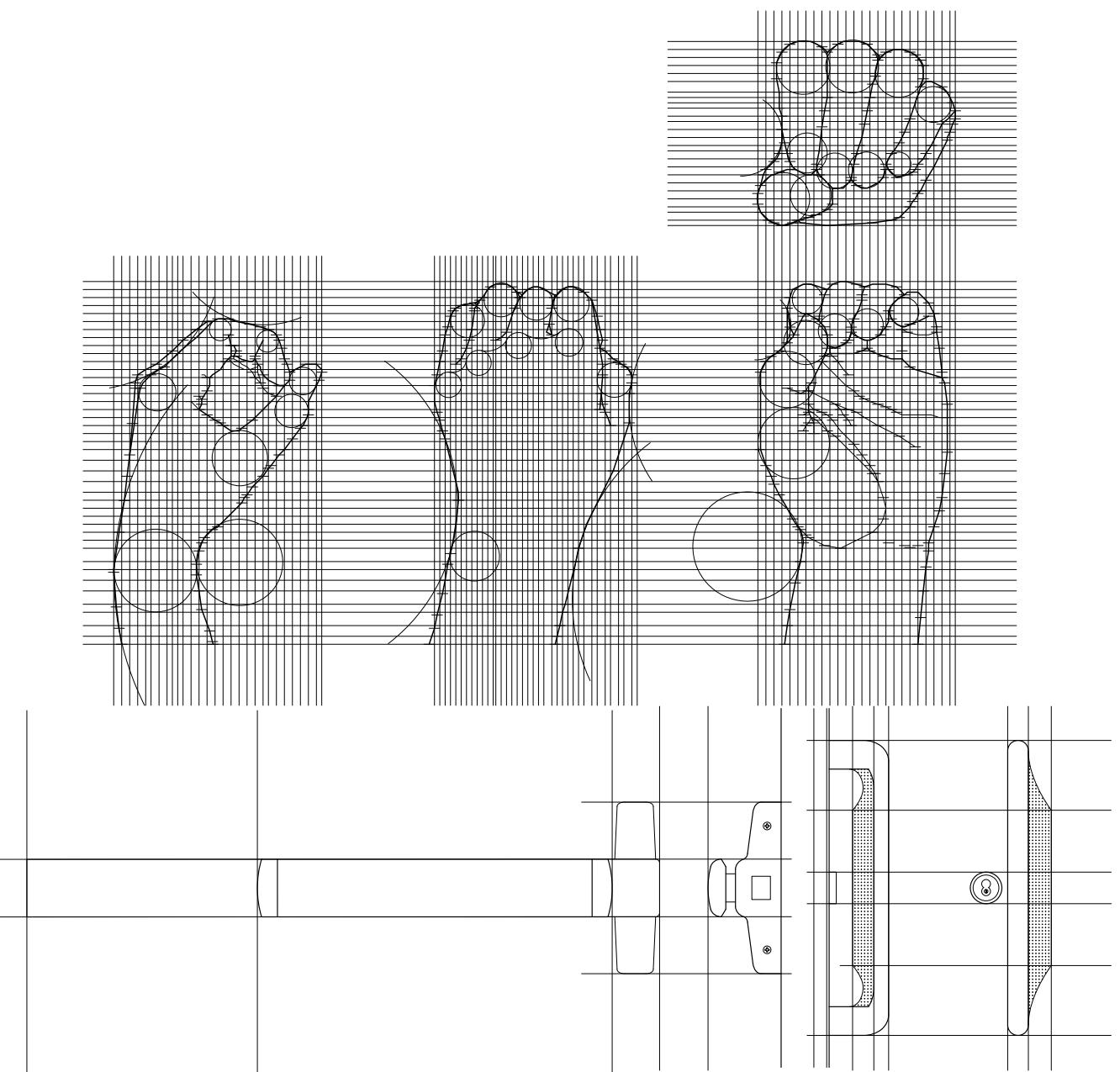
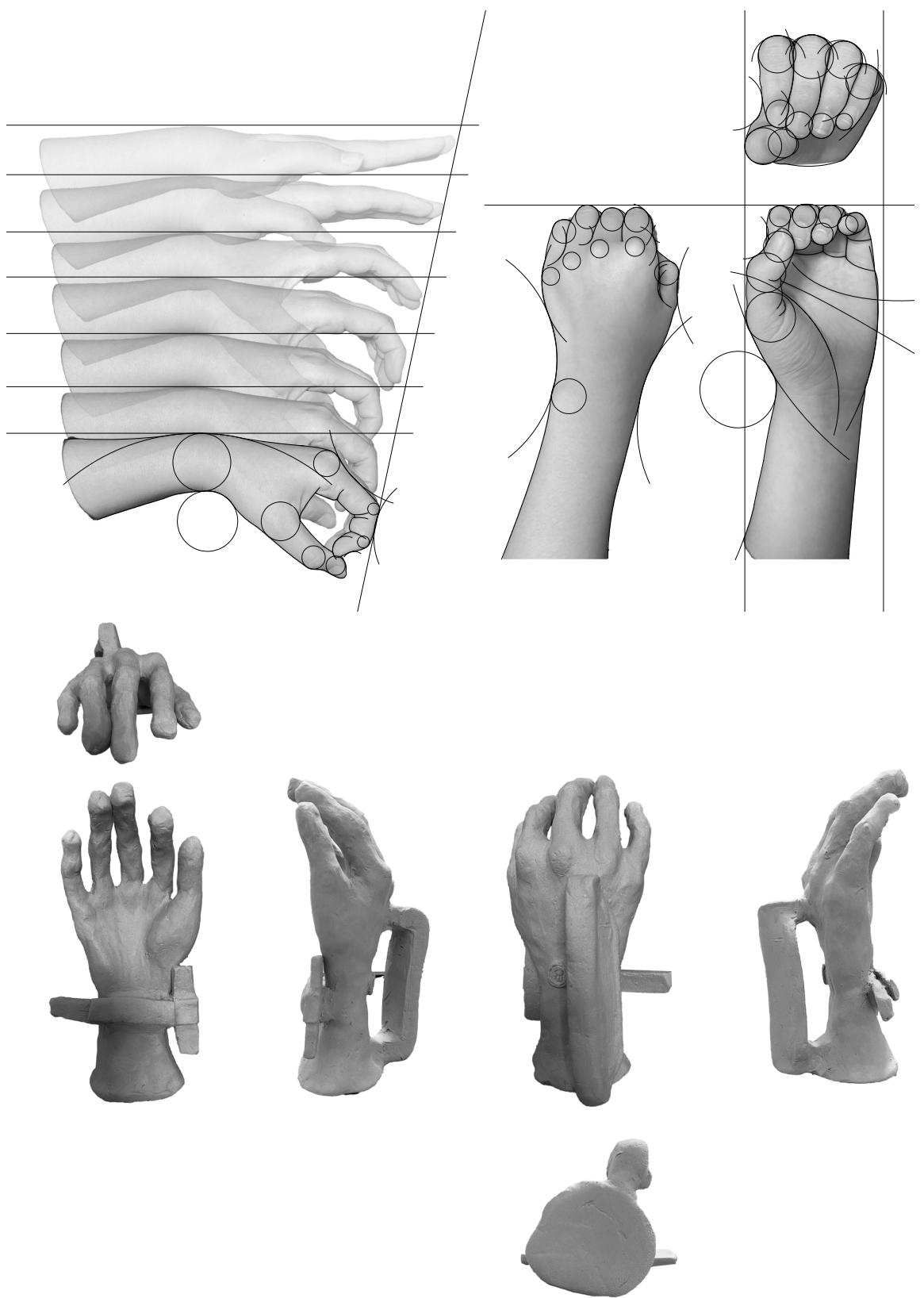


## PROJECT 04: CLARK KERR APARTMENT

Spring 2023 | ARCH 11B: Introduction to Design | Instructor Elaine Forbush

Softwares: Rhino, Illustrator

We were tasked to draw our bedroom as a section perspective from above. This assignment was for us to explore different tools in Rhino and Illustrator, and how we can illustrate texture and depth through a drawing.



## PROJECT 05: HYBRID (BODY + BUILDING COMPONENT)

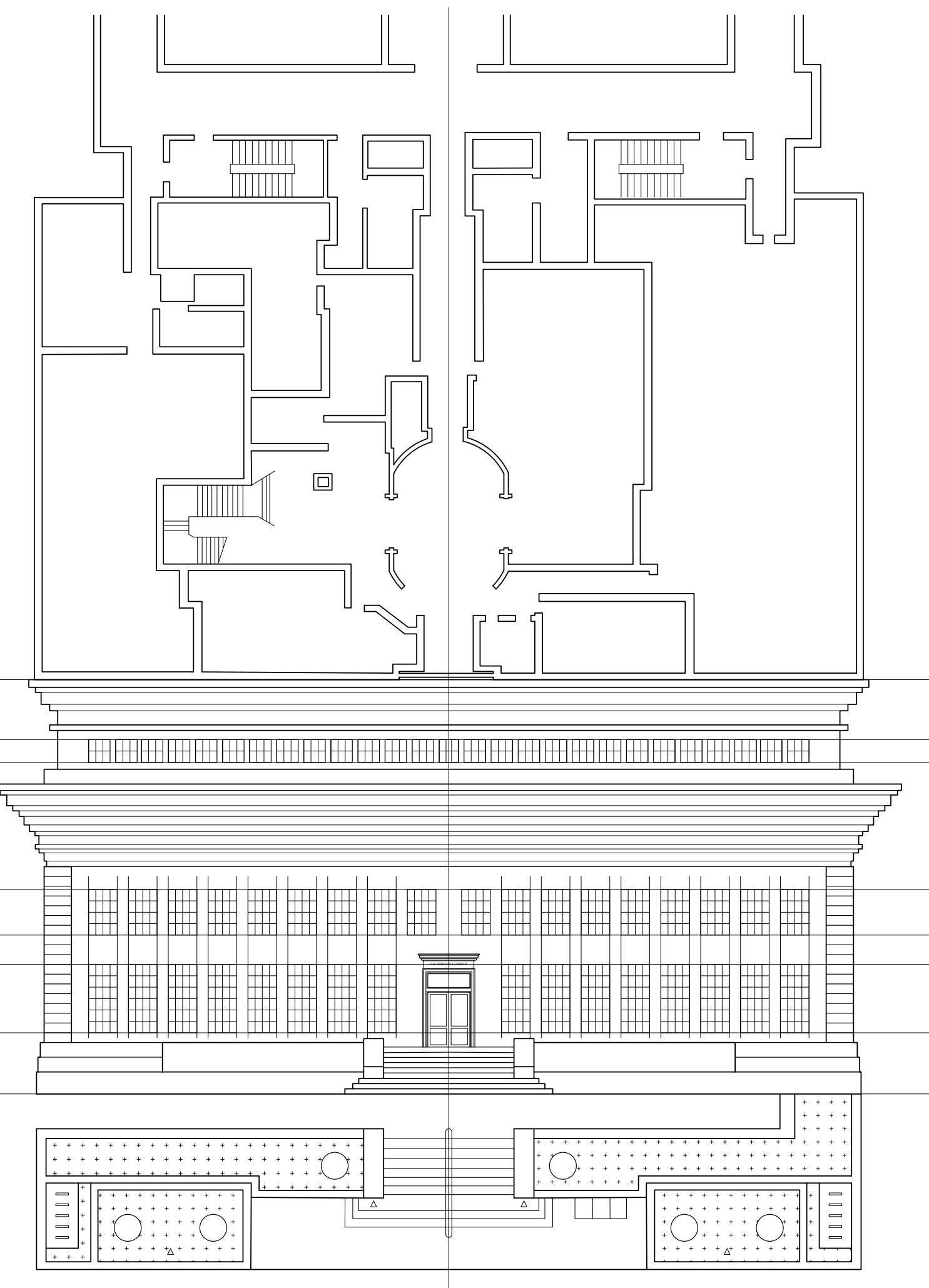
Fall 2022 | ARCH 11A: Introduction to Design | Instructor: Valerie Beauchamp  
 Softwares: Rhino, Illustrator  
 Materials — Clay

For my project, I analyzed the hand motion of pulling a door handle and combined it with the design of the door handle itself. Through detailed drawings, I scrutinized the movement of my hand during this action and examined the shape and form of the door handle. By meticulously observing the interaction between the hand motion and the door handle, I aimed to gain insights into how these elements could be seamlessly integrated to enhance user experience and functionality. This analysis provided a foundation for creating a door handle design that not only facilitates smooth operation but also reflects ergonomic considerations and aesthetic appeal.

# PROJECT 06: BANCROFT LIBRARY

Fall 2022 | ARCH 11A: Introduction to Design | Instructor: Valerie Beauchamp

Softwares: Rhino, Illustrator

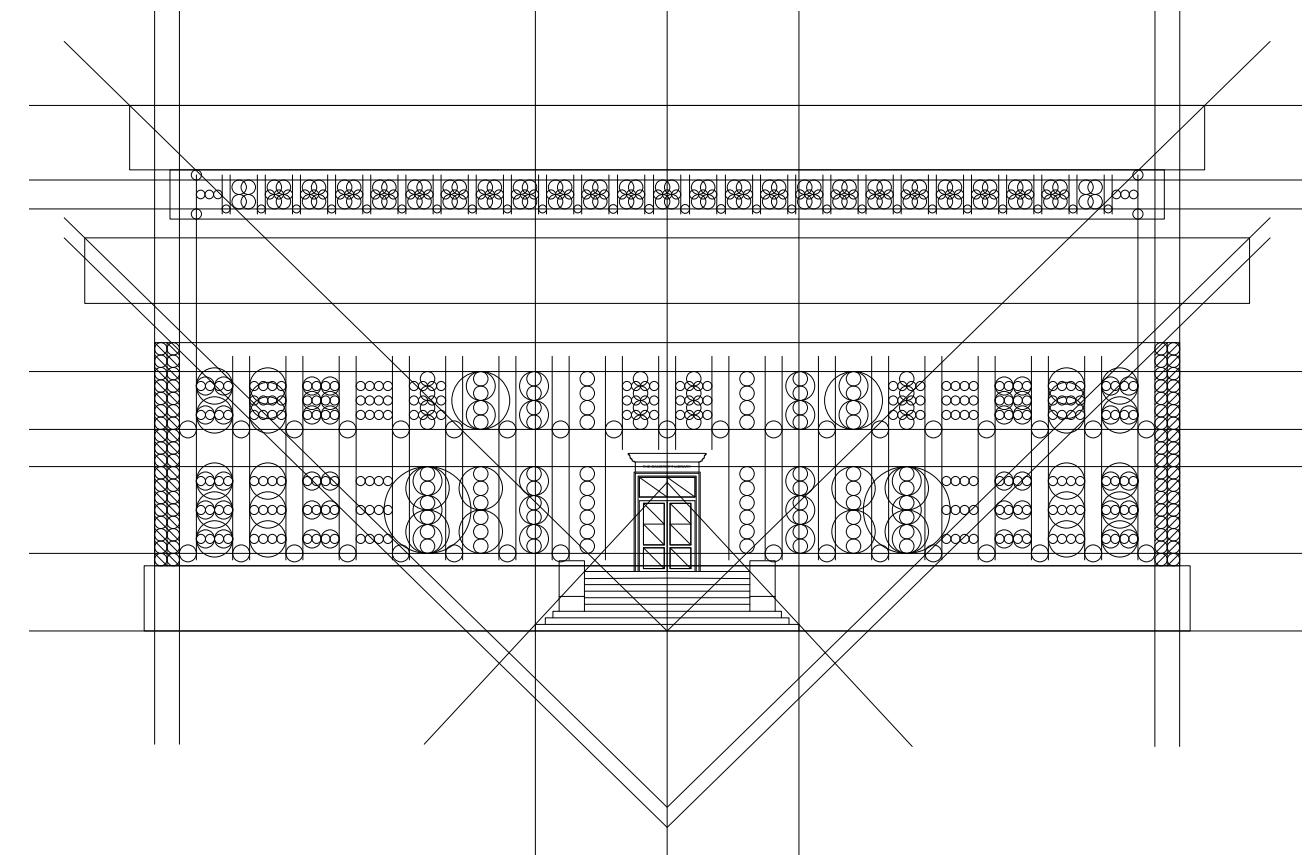


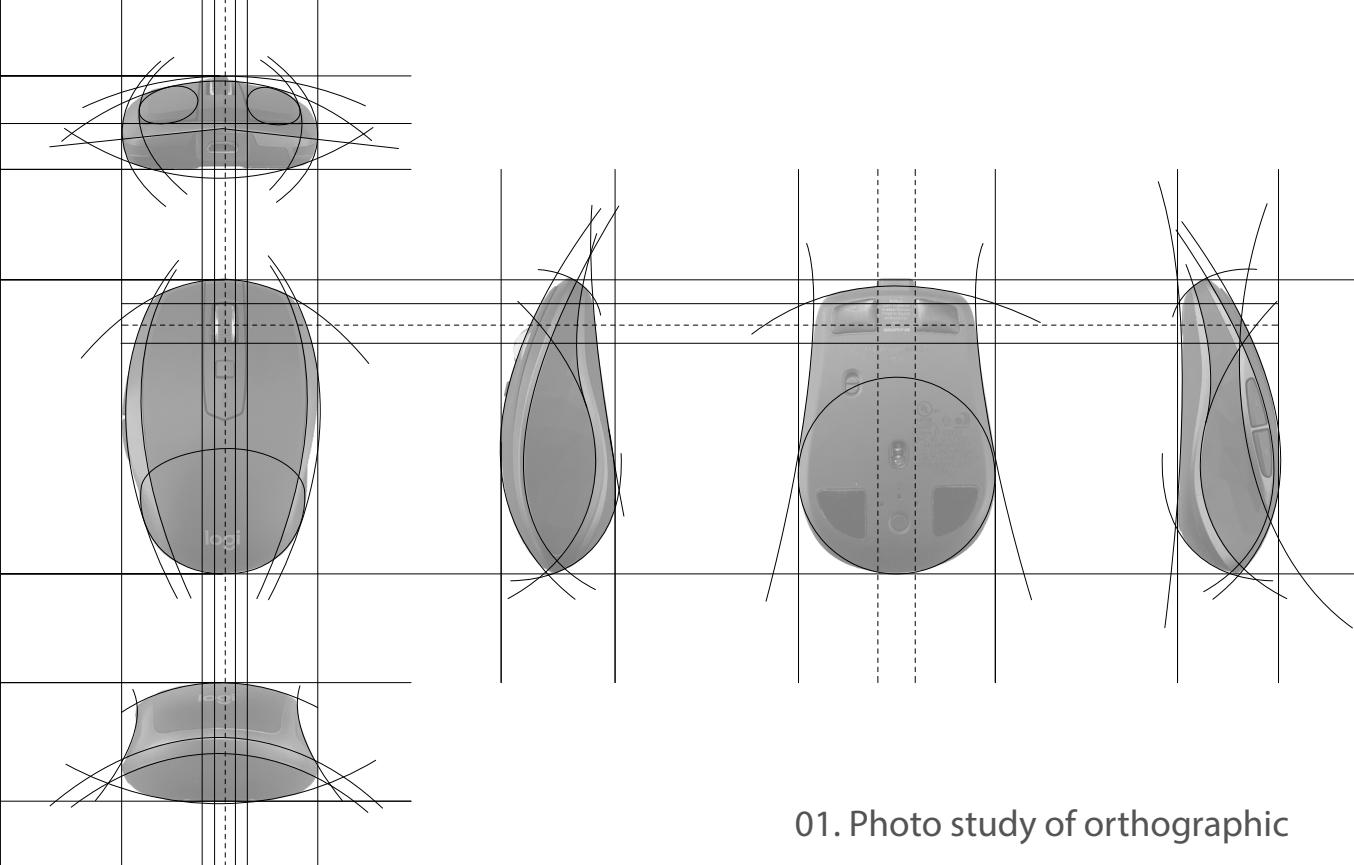
We had to select a distinctive building and its surrounding landscape and use a body part to survey and measure our selected space in order to discover and explore the role of human proportions in architecture. We proceed to draw the floor plan with the clearly inscribed segments of the floor surface, and selected one façade to be unfolded as the elevational interface to the landscape

We used our unfolded room drawing with its internal elevations and one exterior elevation as a base, and prepared proportional / geometric overlay studies. We showed relationships between elements as seen in the floor plan, projected elevations and/surrounding landscape.

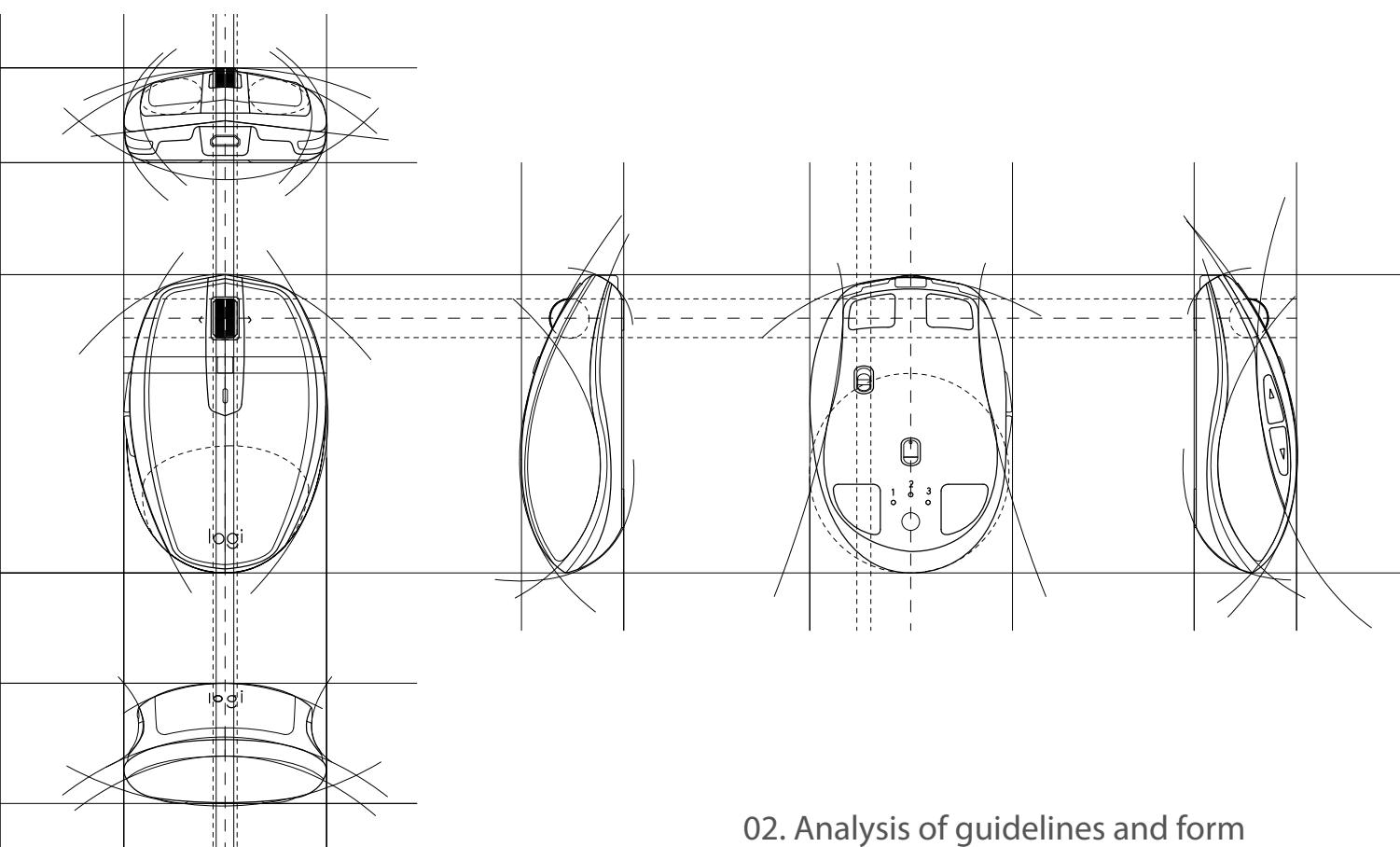
I did my analysis on the facade of the Bancroft library. The entire facade is symmetrical and proportionate to other parts of the building. The roof has a slope that brings the focus back to the center of the building.

I chose to do my project on the Bancroft Library located on the campus of University of California, Berkeley. From the elevation, we can see there is a clear line of symmetry. We can also see a lot of repetition throughout the building. For example, the windows, horizontal lines that divide the building, and even the landscape

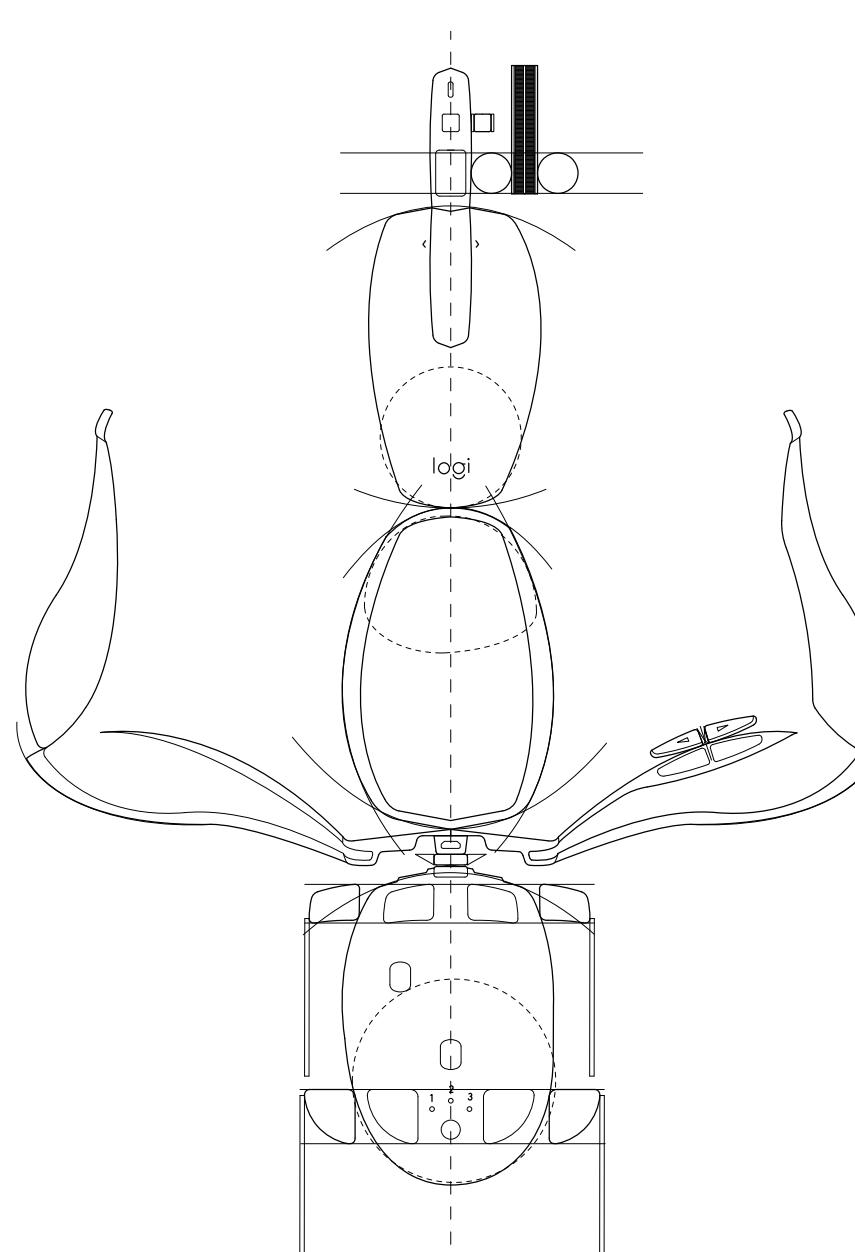




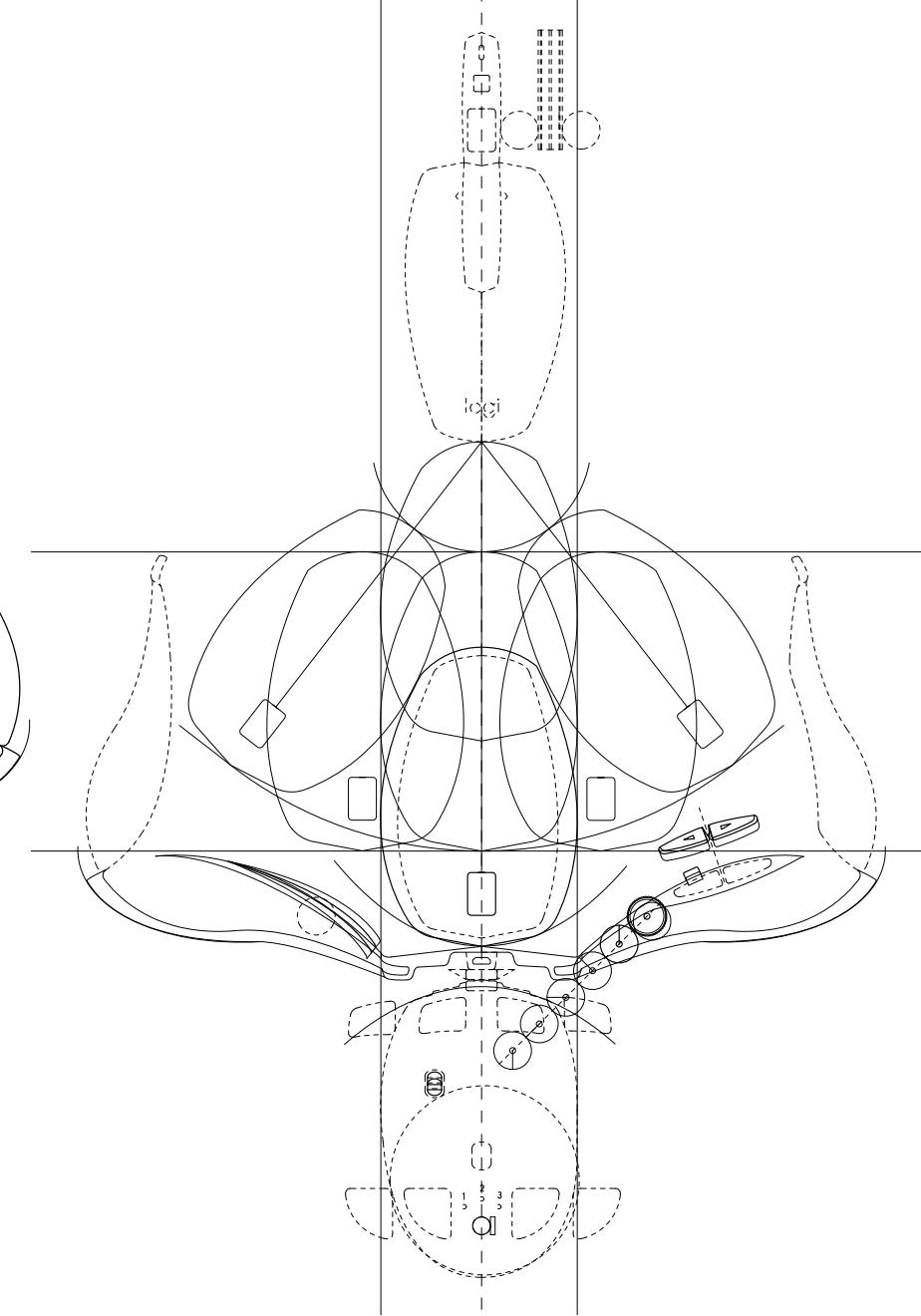
01. Photo study of orthographic



02. Analysis of guidelines and form



03. Understand the construction by unfolding all surfaces



04. Visual representation and analysis of rotational motion

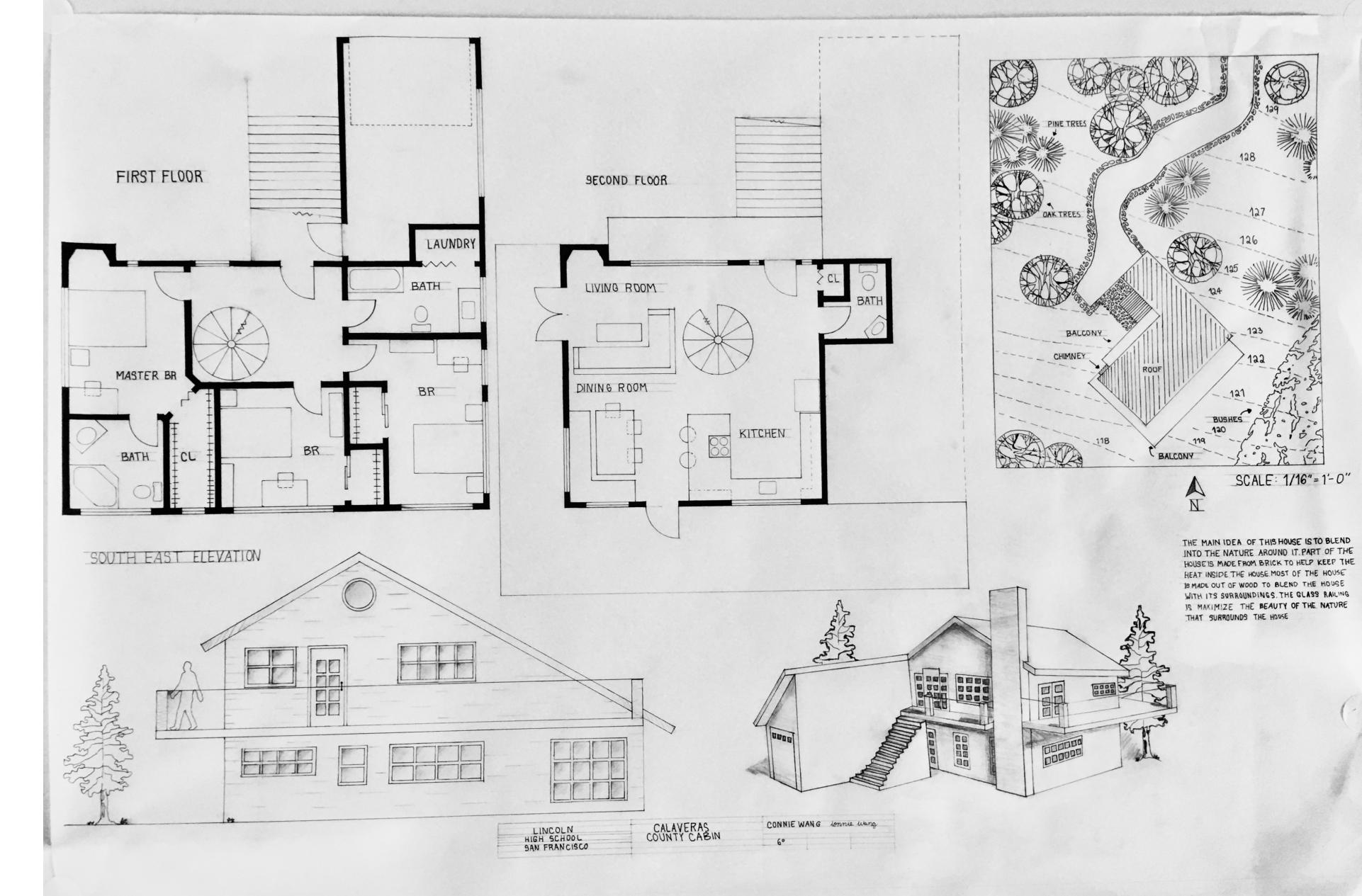
## PROJECT 07: MECHANICAL SURVEY

Fall 2022 | ARCH 11A: Introduction to Design | Instructor: Valerie Beauchamp  
Softwares: Rhino, Illustrator

My project was to pick a mechanical tool and analyze the dimensions, scale, and symmetry that were embedded in the physical object. Using Photoshop and Rhino, the first two in the series were an exploration of the relationships I identified. The third drawing is a mental unfolding of the mouse's surfaces, representing its moving parts and construction. The final drawing builds on the previous iterations to create an exploration of the motion of the mouse.



# PROJECT 08: CALVERAS COUNTY CABIN



Spring 2019 | High School- Art in Architecture 2 | Instructor: Karen Melander

Material: Butter Board, Balsa Wood, Foam, Glass Film

Size (LxWxH) — 12" x 18" x 10"

Hand Drafted on Vellum

My cabin design prioritizes harmonizing with nature by combining brick for insulation and wood for seamless integration with the surroundings. The strategic use of brick ensures efficient heat retention, while wood lends a natural aesthetic that complements the landscape. The glass railing serves as a transparent barrier, framing panoramic views of the surrounding beauty and fostering a strong connection to the environment. This feature allows occupants to immerse themselves fully in the serene scenery, whether it be the tranquil sight of nearby water bodies, the majestic presence of towering trees, or the peaceful expanse of rolling hills. Overall, our design strives to create a retreat that not only provides comfort and insulation but also celebrates the inherent beauty of the natural world, offering a tranquil haven where occupants can unwind and connect with their surroundings.

# THANKYOU

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