

SCOTT PHILIPP

DESIGN PORTFOLIO

ARCHITECTURE:

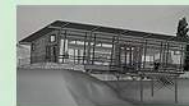
(from Latin, architectura and ultimately from Greek, αρχιτεκτων, "a master builder", from αρχι- "chief, leader" and τεκτων, "builder, carpenter") is the art and science of designing buildings and structures.

SCOTT PHILIPP

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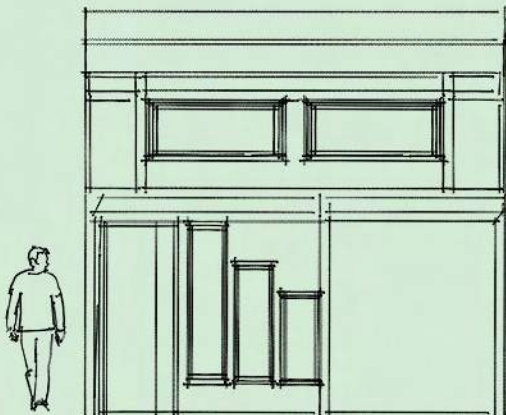
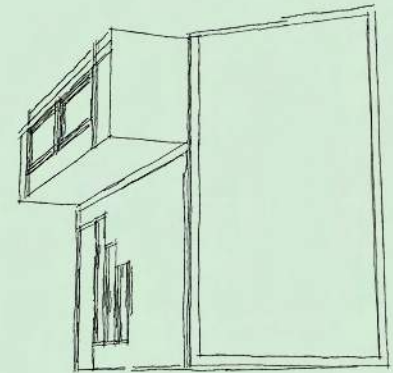
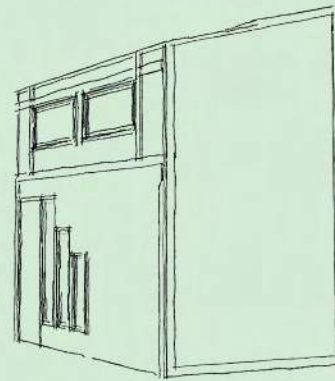
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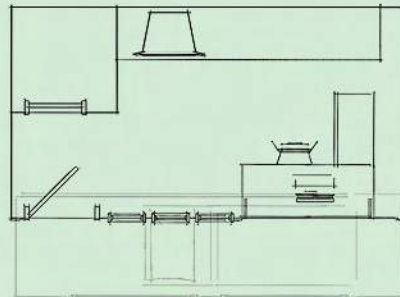
MODULAR LIVING UNIT

FIRST YEAR STUDIO, ARCH 103

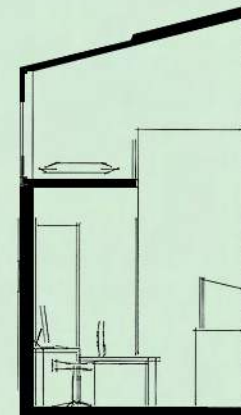
The program for this first year design project was to create a portable and modular living unit, that could be grouped together with other identical units to form small neighborhoods. The program required a small building footprint while providing a place to sleep, a closet for storage, and a small work area for a desk. This typology of structure could be used as a temporary dormitory for schools or temporary housing in disaster relief situations.



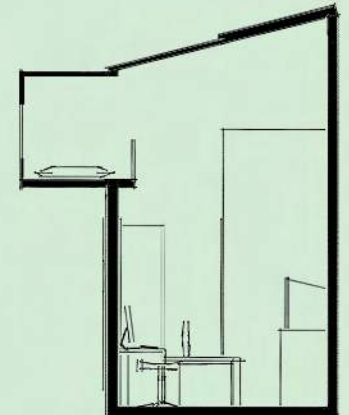
FRONT ELEVATION



FLOOR PLAN



SECTION

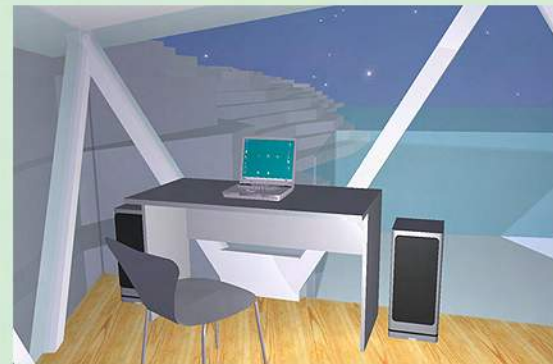
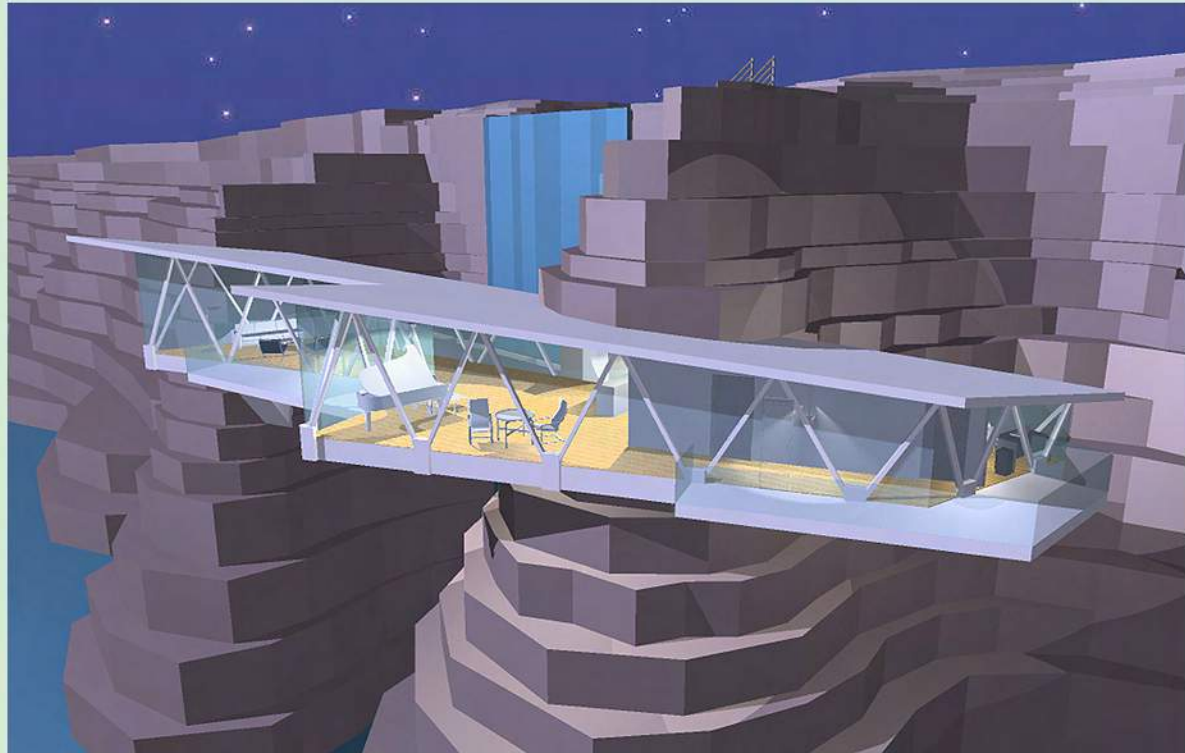


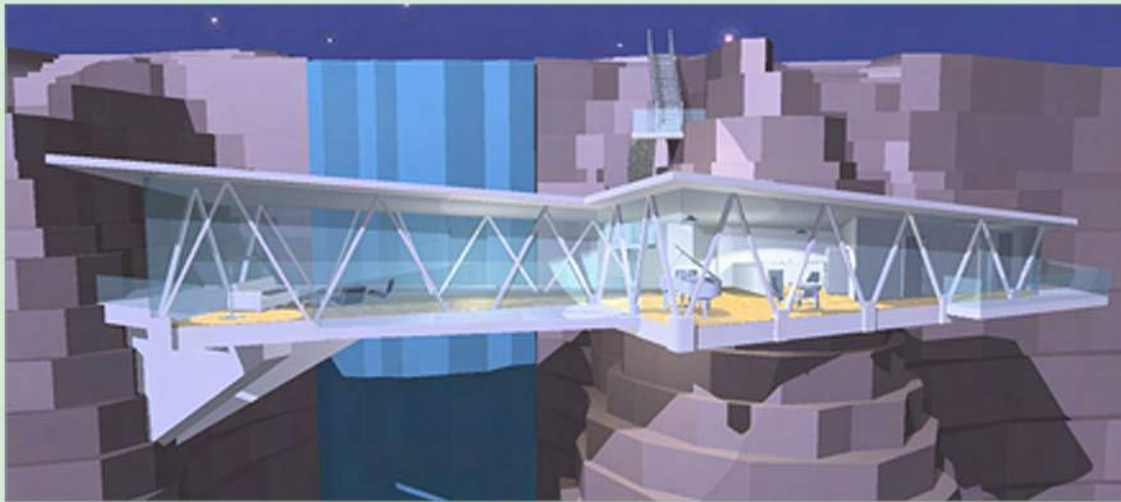
SECTION - EXPANDED

ROCKSTAR'S RETREAT

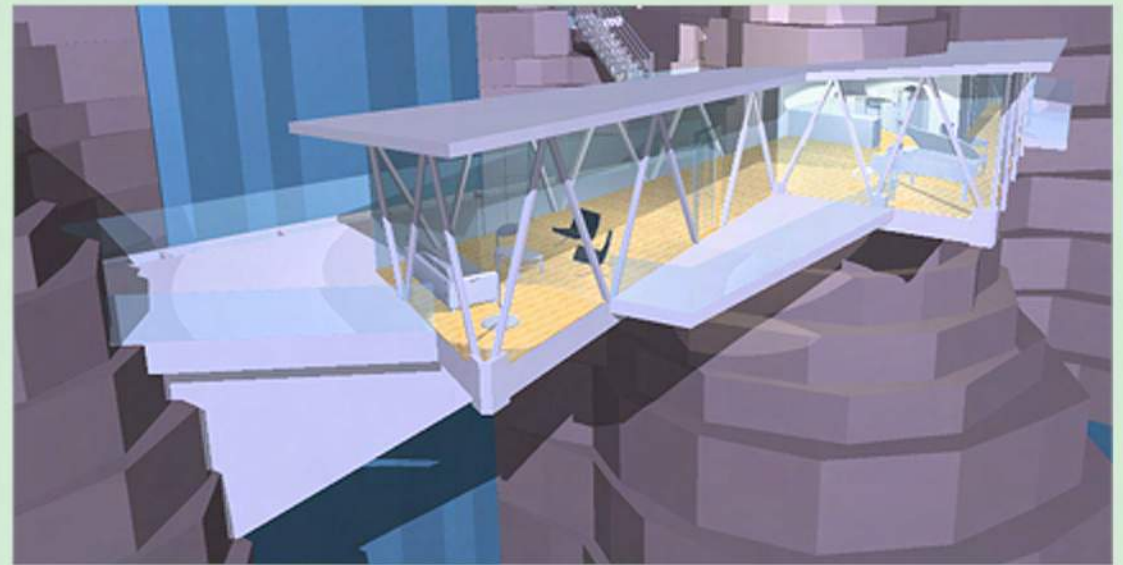
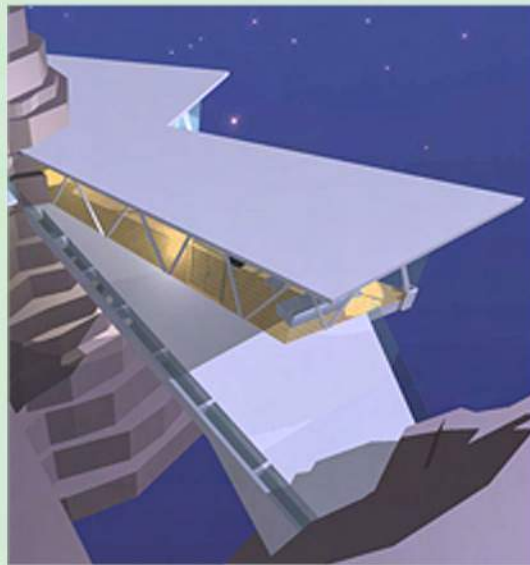
SECOND YEAR STUDIO, ARCH 201 - PROFESSOR KIM SINGHR

The Rockstar Project was designed to promote and develop our skills with the ArchiCAD 3D modeling program. The project guidelines were simply to select an interesting site location along a cliff, mesa, or similar rock formation and then create an interesting residence for a famous rockstar or celebrity. This house was to be a retreat for the rockstar to go to when he or she wanted to “get away” from the trials of everyday life. The professor’s focus on this project was in the design and appearance of the building and our ability to use the ArchiCAD program. Because of this, no floorplans, sections, or elevations were required for this project.



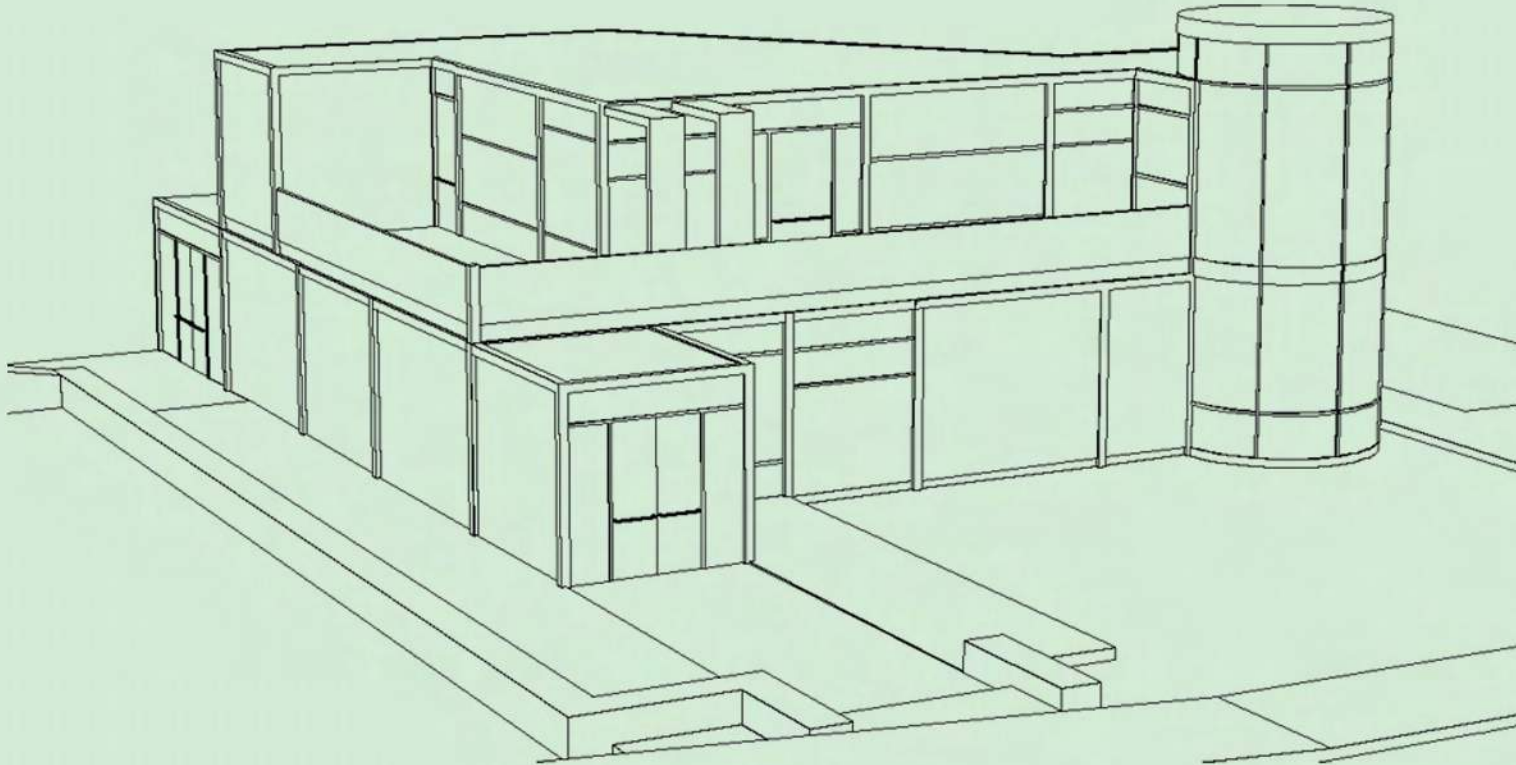


In this design, emphasis was placed on the views from the interior, while still keeping a firm grip on the structural reality. The back of the house offers a patio that faces the waterfall, which has carved out the rock, allowing the house to be built across the gap, like a bridge. The structure's perimeter truss system also functions much like a bridge, with the cross-bracing providing the majority of the structural support.

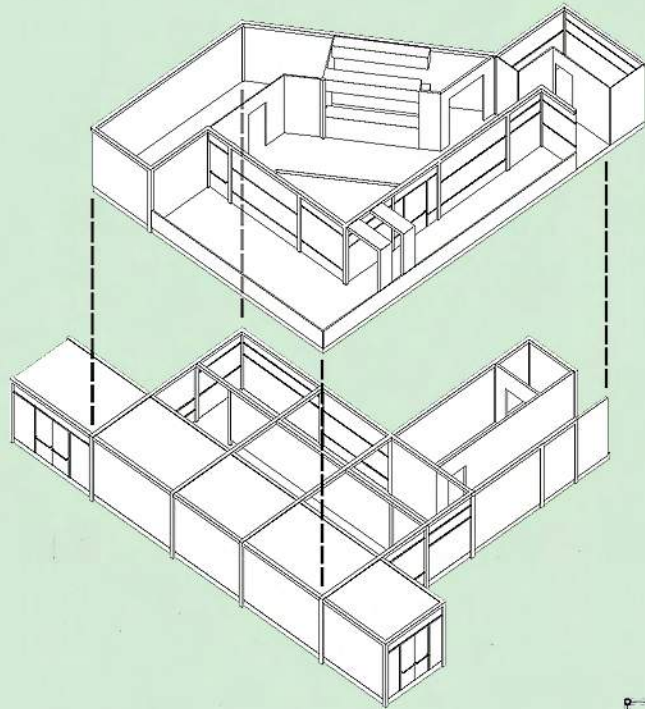


CARPENTER HALL GALLERY HOUSE

SECOND YEAR STUDIO, ARCH 203 - PROFESSOR ALASANDRA COMMO



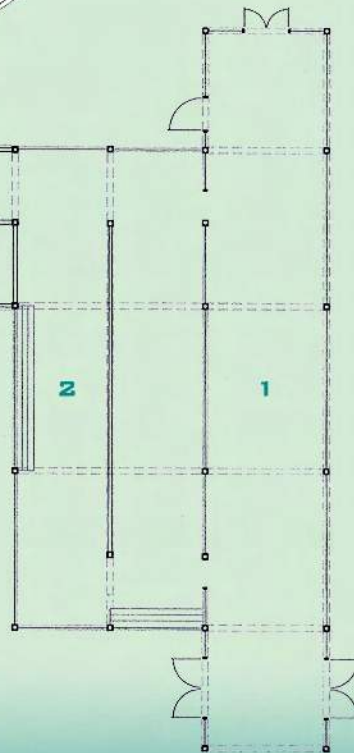
The program for this project was to create a structure on the north side of Washington State University's Carpenter Hall, that would act as a display gallery for artwork and projects, while also providing a guest with a residence to stay in while visiting the WSU campus. The gallery would be accessible to the public while the residence would be a private space reserved for the visiting guest. The program required that the building include a gallery space, kitchen, bedroom, and a bathroom for the resident guest, along with a workspace area or office.



SECTION CUT

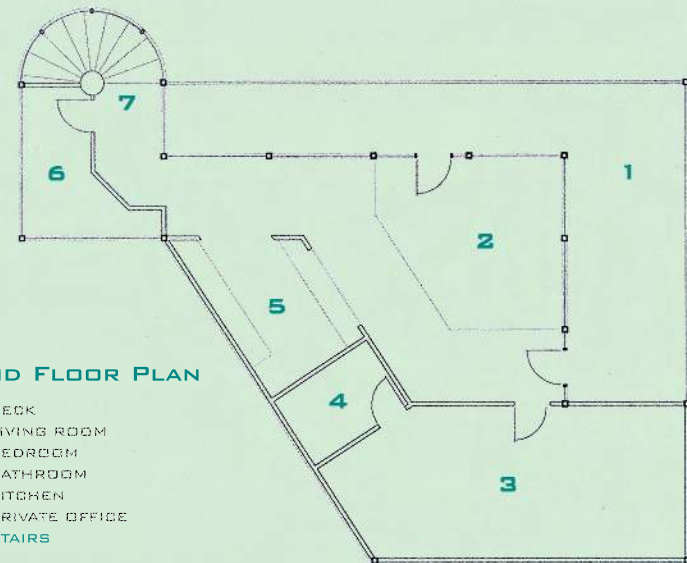
FIRST FLOOR PLAN

- 1 CORRIDOR
- 2 GALLERY
- 3 PUBLIC OFFICE
- 4 MECH. SPACE
- 5 STAIRS



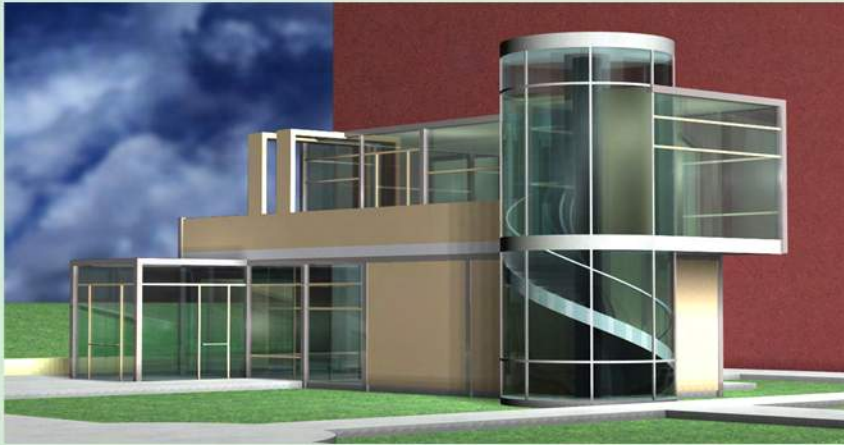
SECOND FLOOR PLAN

- 1 DECK
- 2 LIVING ROOM
- 3 BEDROOM
- 4 BATHROOM
- 5 KITCHEN
- 6 PRIVATE OFFICE
- 7 STAIRS

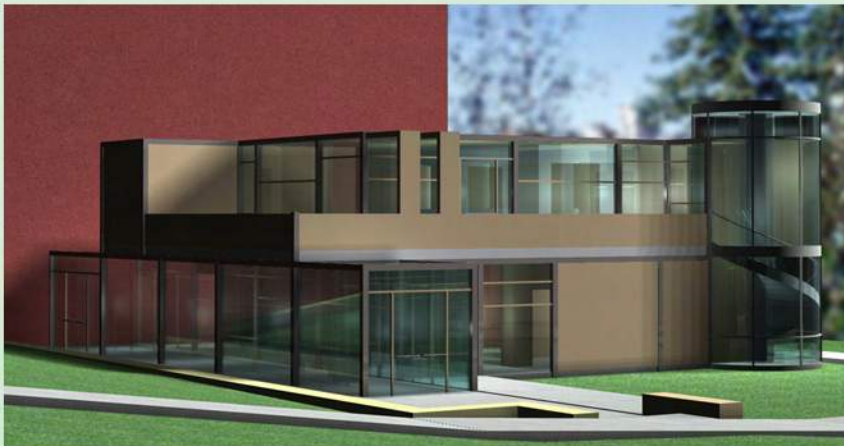


CARPENTER HALL GALLERY HOUSE

GAD II, ARCH 452 - FORM Z

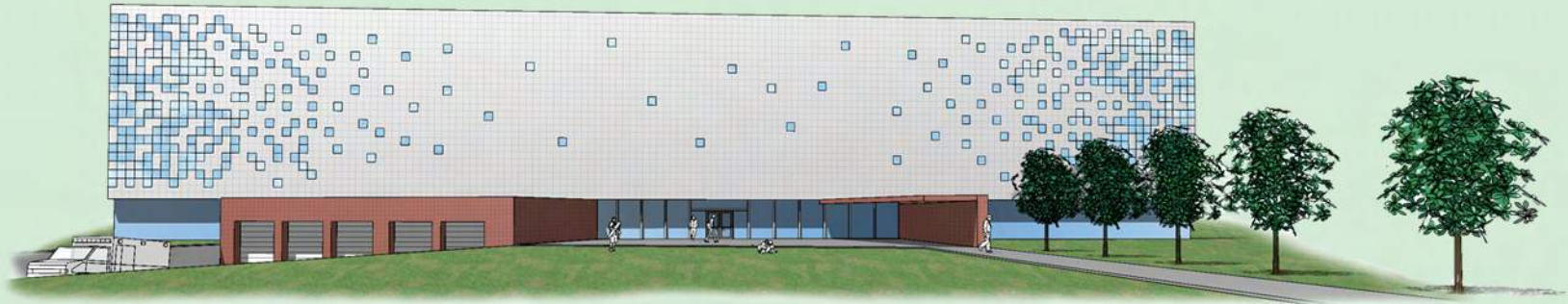


Concurrently, with my second year architecture studio, I was taking Arch 452, a Form Z class, that taught us the techniques and knowledge necessary to create architectural 3D renderings using the Form Z software. The final project for the class was to create a 3D model of our architecture studio projects. These renderings are the final products from my Form Z class and are renders of the Gallery House design I created for Alasandra Como's studio course.

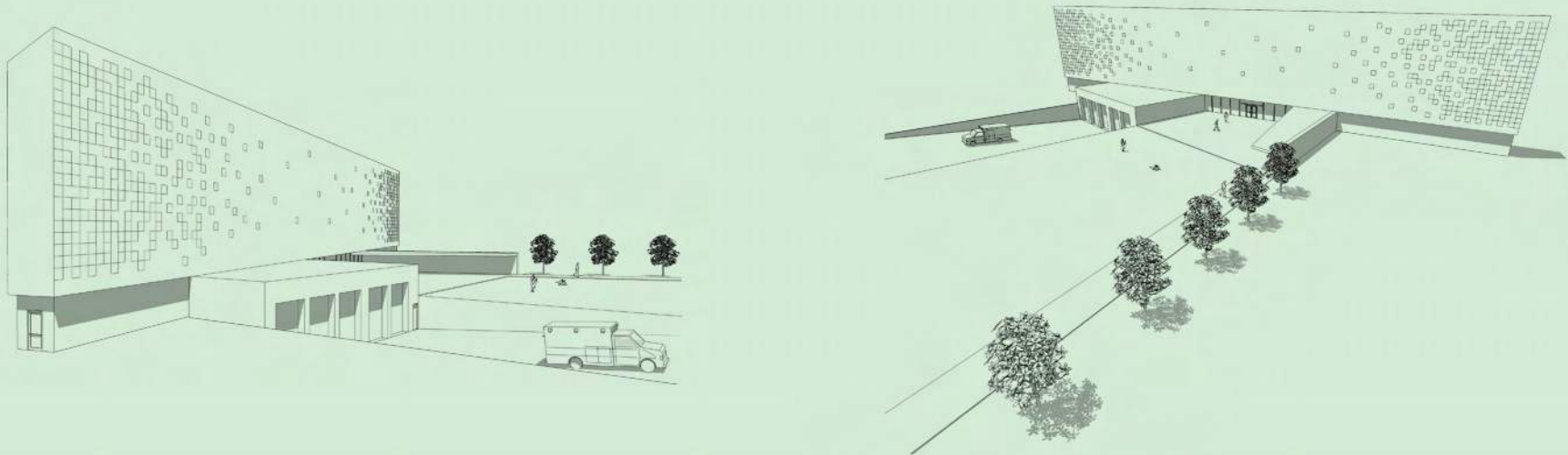


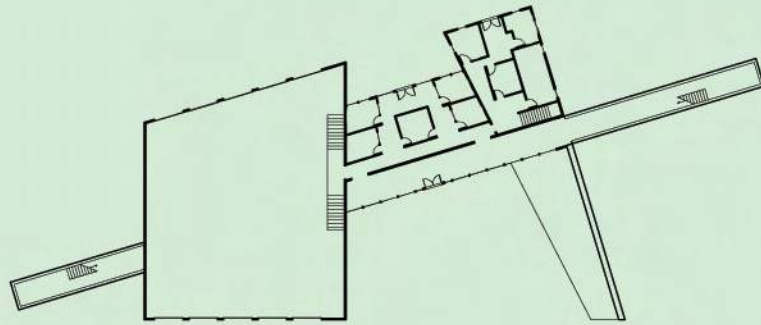
MASONRY COMPETITION: FIRESTATION IN SPOKANE

THIRD YEAR STUDIO, ARCH 301 - PROFESSOR TAIJI MIYASAKA



Every year, the third year architecture studios at Washington State University participate in a Masonry Competition, where the students are given the task to design a structure, which incorporates some form of masonry into its design. In this program, we were tasked with creating a fire station for the city of Spokane, WA. It was to be located at a site adjacent to a highway in the city's downtown. In our design, we were asked to include all the minimal requirements of a fire station, such as a vehicle bay for the fire engines and emergency vehicles, a dormitory for the firefighting personnel on duty, kitchen and shower facilities, a small office area, and some form of a public facility, such as a museum.

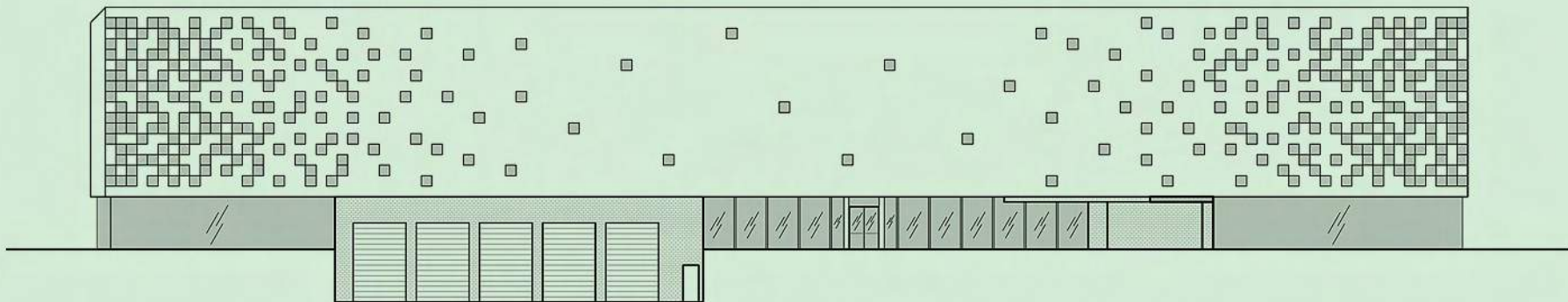




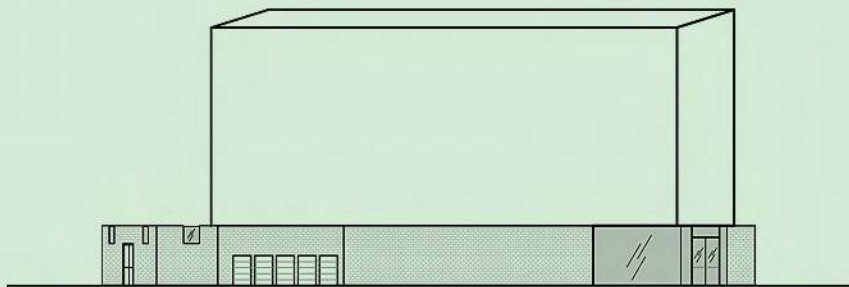
GROUND FLOOR PLAN



BASEMENT FLOOR PLAN



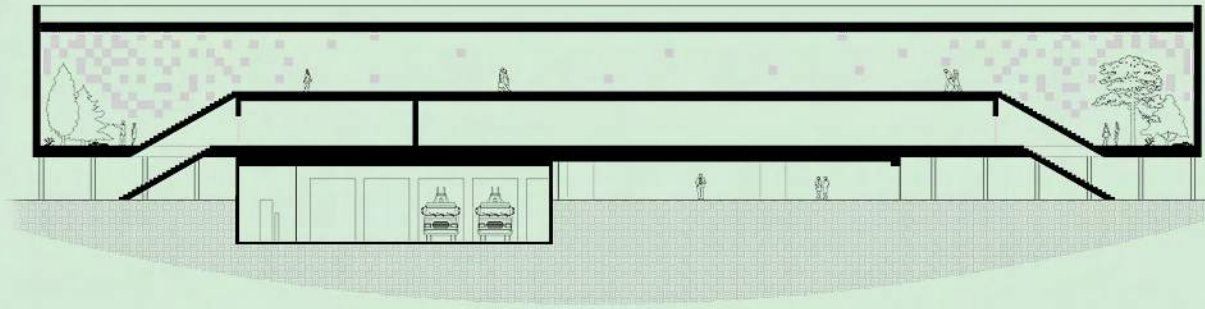
NORTH ELEVATION



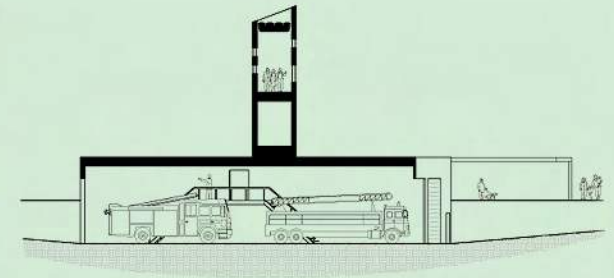
WEST ELEVATION



EAST ELEVATION

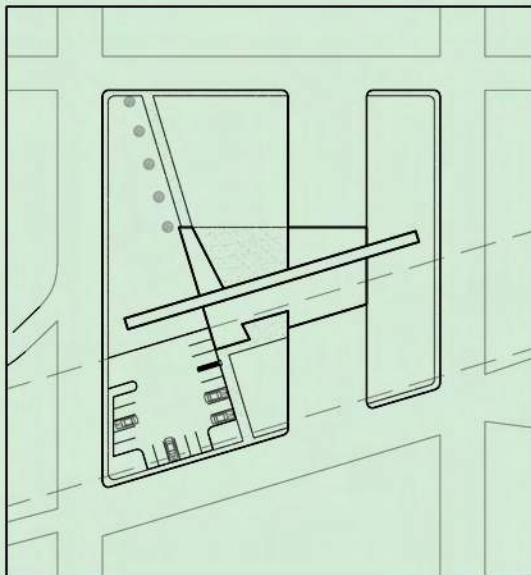


LONGITUDINAL SECTION CUT

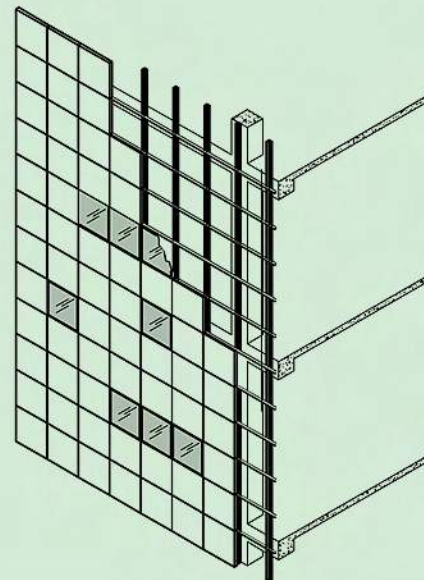


LATITUDINAL SECTION CUT

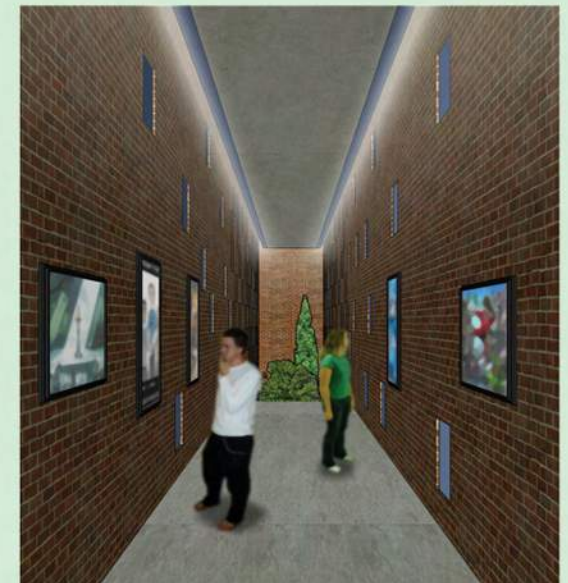
The idea of incorporating the large wall element into my design came from two sources. For functional reasons, having a wall separating the front of the site from the highway at the back reduces the noise and chaotic atmosphere of the highway, creating a pleasant public space in the front of the building. The wall also serves as a museum, which was one of the requirements of the program. Inside the wall, the public can meander and explore the artifacts inside. This could be art, historic firefighting information and images, or information and history on the city of Spokane.



SITE PLAN



WALL PANELING DETAIL



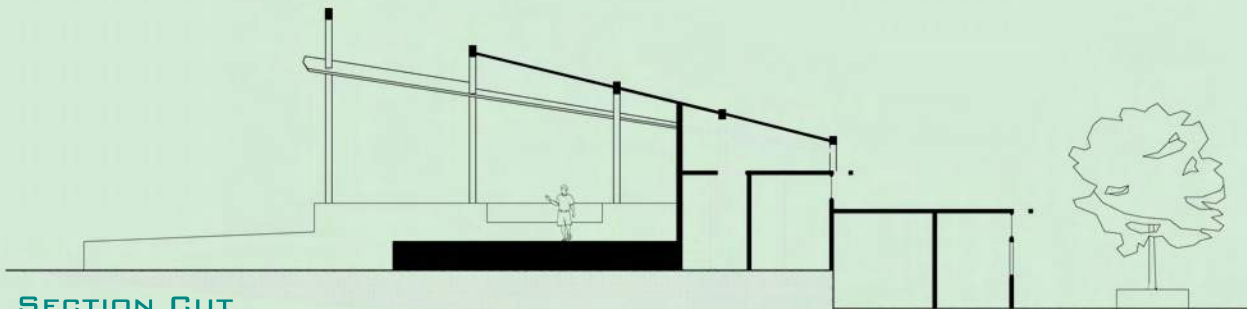
INTERIOR PERSPECTIVE

SUNNYSIDE PARK BANDSHELL PROJECT

THIRD YEAR STUDIO, ARCH 303 - PROFESSOR MIKE OWEN

In 2006, the city of Pullman requested that Professor Owen's architecture studio create designs for a bandshell that was being proposed for Sunnyside Park, in Pullman, WA.

The bandshell was to require a large stage area, restroom facilities, a changing room for the performers, and concession stands, for those who attend the venues and events.



SECTION CUT



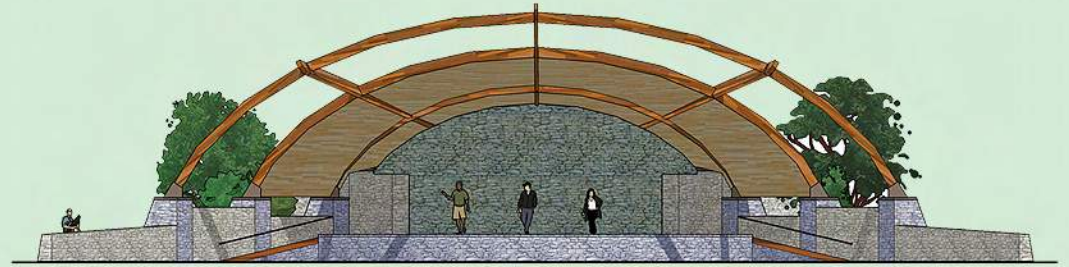
WEST ELEVATION

Harmony Between Building and Nature:

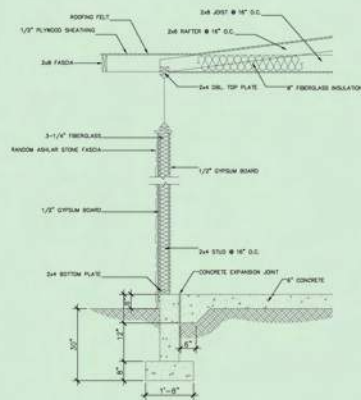
The bandshell's design incorporates natural materials such as ashlar rock, wood timber, and flagstone which were specifically chosen to unite the building with its natural environment within the park.



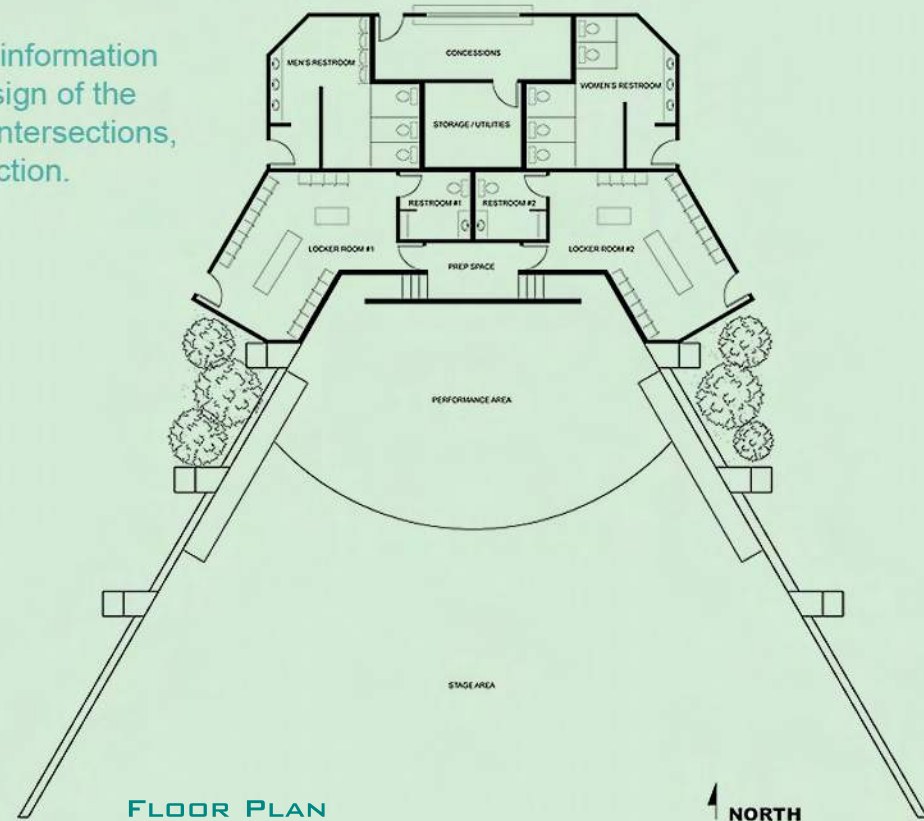
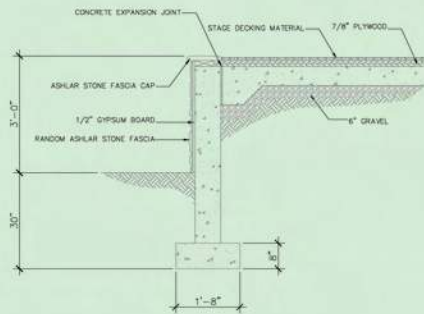
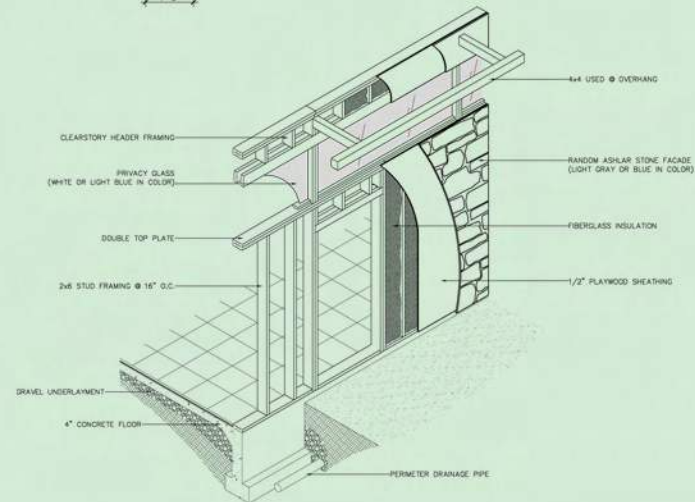
SITE PLAN



Bandshell Acoustics:
The shape of this bandshell is designed to maximize and focus all acoustical energy on stage outwards, towards the audience, while maintaining consideration for the appearance of the structure.



Designing with Detail:
Details such as these provide information on the elements within the design of the bandshell, including member intersections, stage design and wall construction.



FLOOR PLAN

The Detail is in the Materials:

The materials used on or within a building offer a variety of opportunities for a structure to express form, ornament, and design qualities that would otherwise lie dormant.

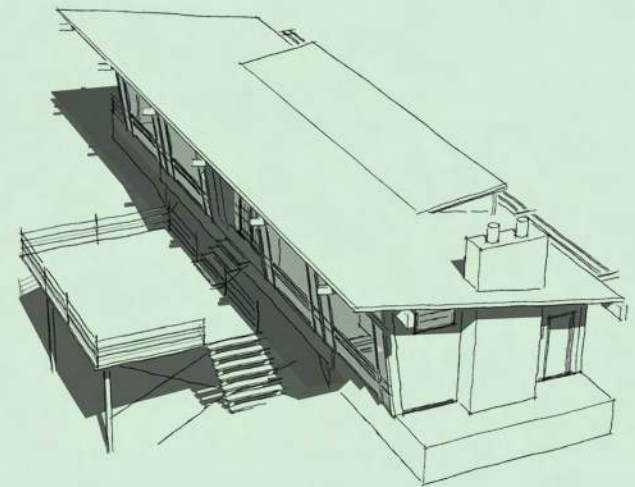
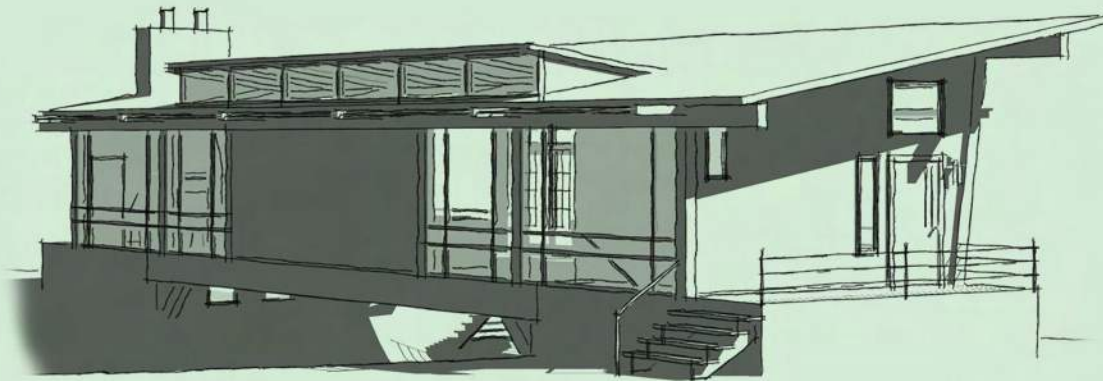
Here are a few examples of materials that have been incorporated into this bandshell design.

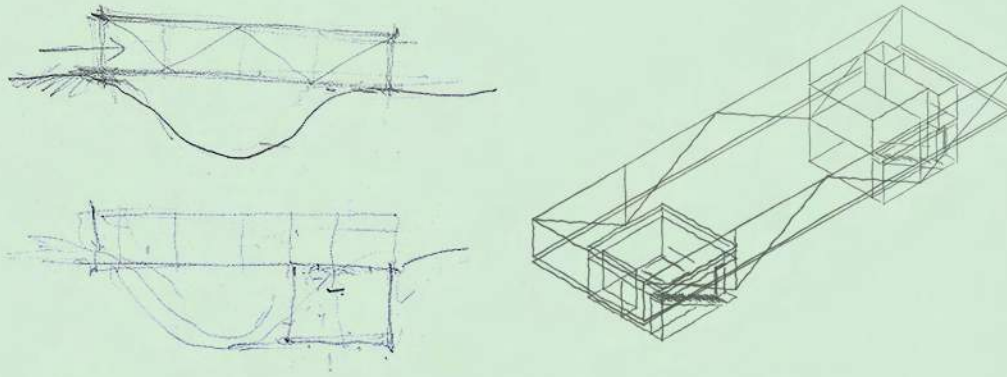


GLASS ARTIST RETREAT

FOURTH YEAR STUDIO, ARCH 401 - PROFESSOR RAFI SAMIZAY

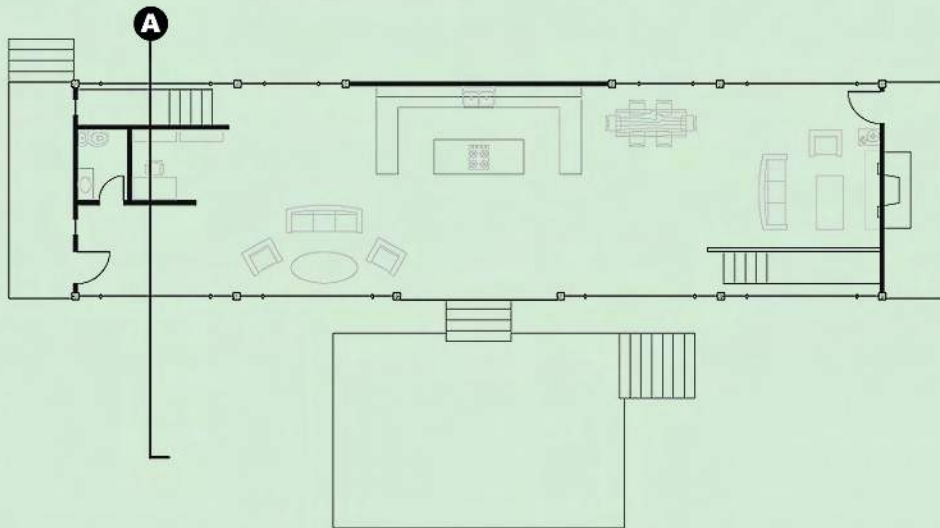
The Program for this project was to design a retreat for a glass artist who works in Coeur d'Alene, ID. The site was located about an hour away from the city of Coeur d'Alene, on the Saint Marie's River, near the small town of Santa, ID. The building was to be a retreat for the artist to stay in when he needed to get away from the chaos of the city. The design was required to have a bedroom, kitchen, living room, balcony, restroom facilities, an office or study, and a sauna.



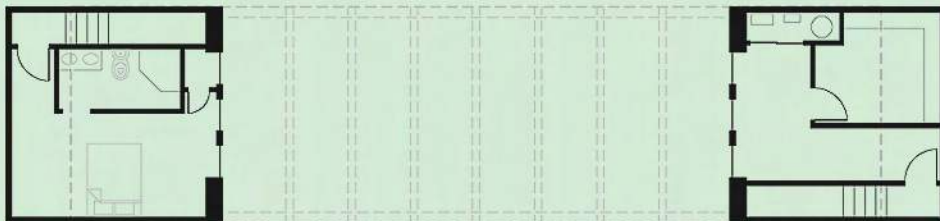


Inspiration

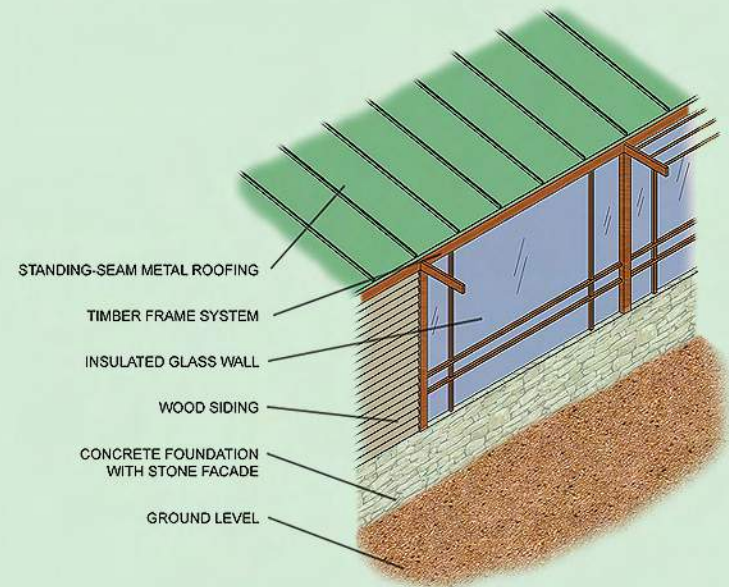
I looked into the work of the California based architect Craig Elwood and his 'bridge house' designs. These designs incorporated his trademark structural device of an exposed warren truss that used small members to span big distances. I used this in my preliminary designs and then borrowed from Miller Hull's material choices and detailing to help create my own, unique final design.



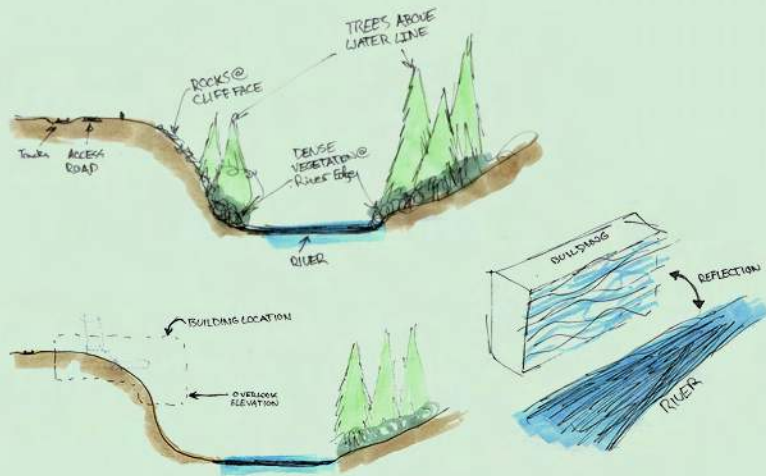
FLOOR PLAN - GROUND LEVEL



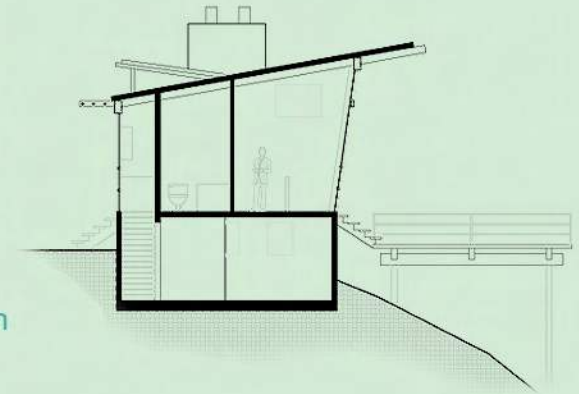
FLOOR PLAN - BASEMENT LEVEL



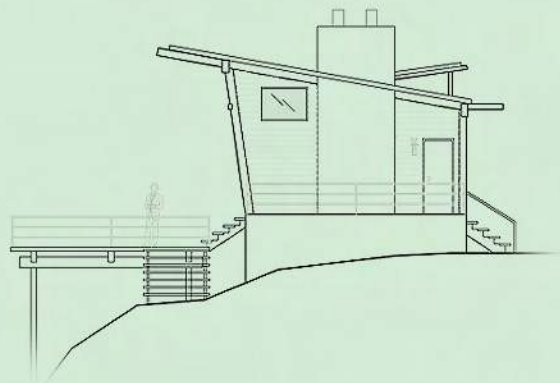
MATERIAL ANALYSIS



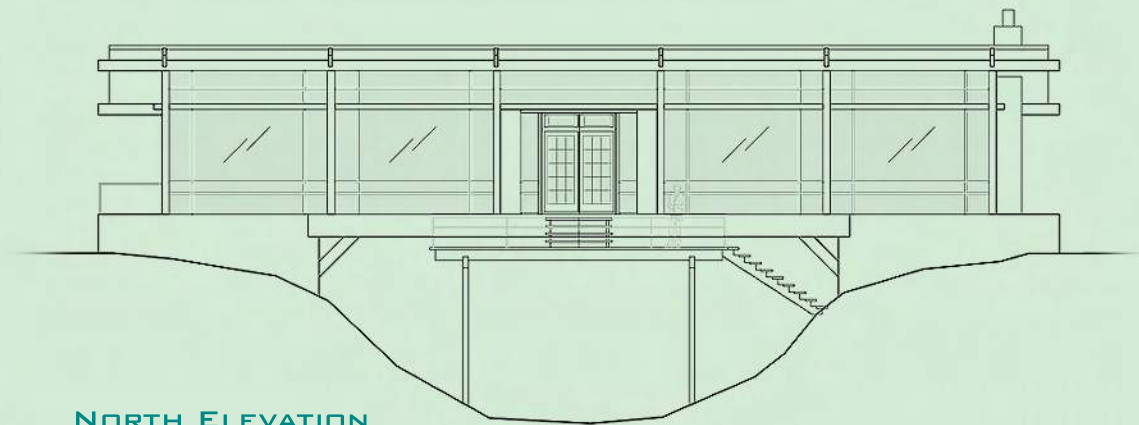
A River Runs Through It
The Saint Maries River, that runs at the base of the site, played an important factor in my design. The angle of the large glass windows on the south facade were intended to create a sense of reflection to the river it was over-looking.



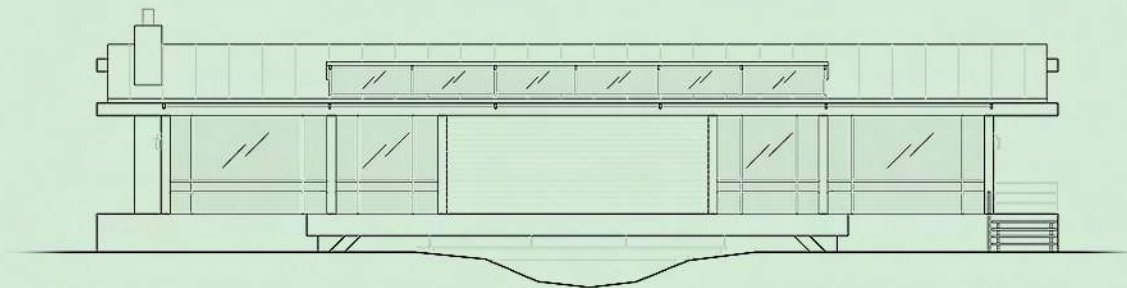
SECTION A



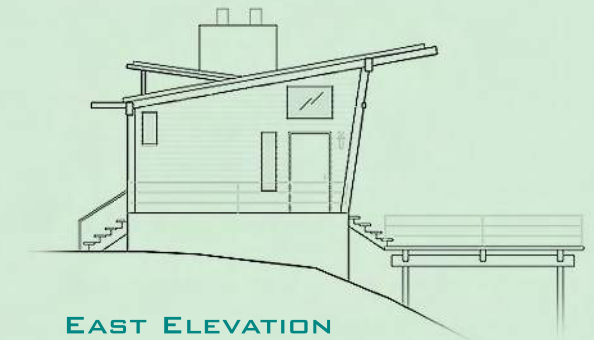
WEST ELEVATION



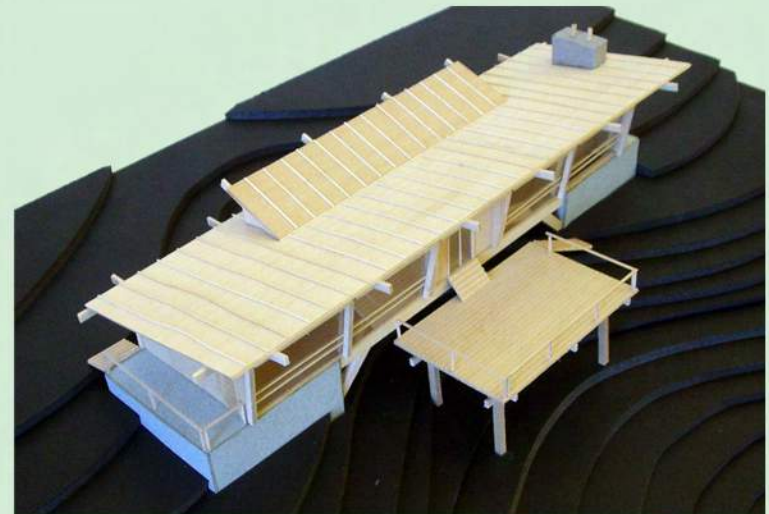
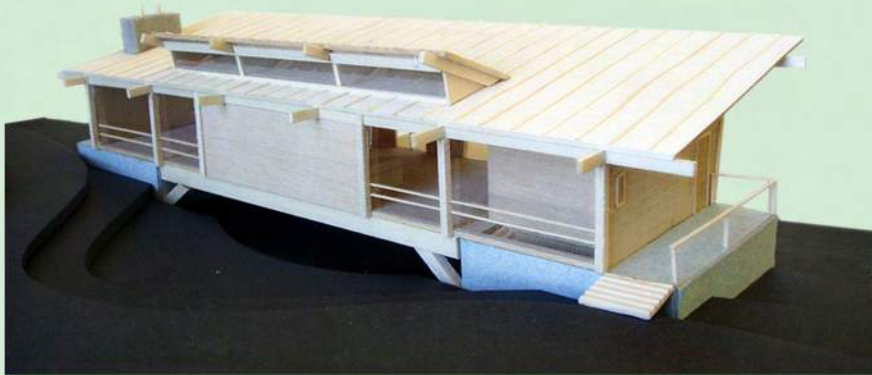
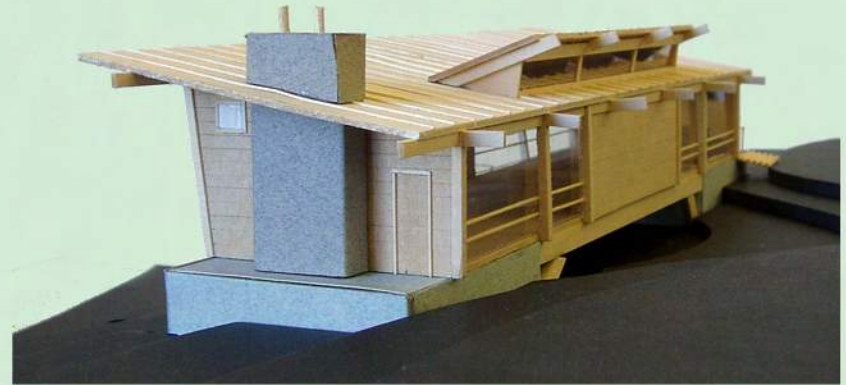
NORTH ELEVATION



SOUTH ELEVATION



EAST ELEVATION



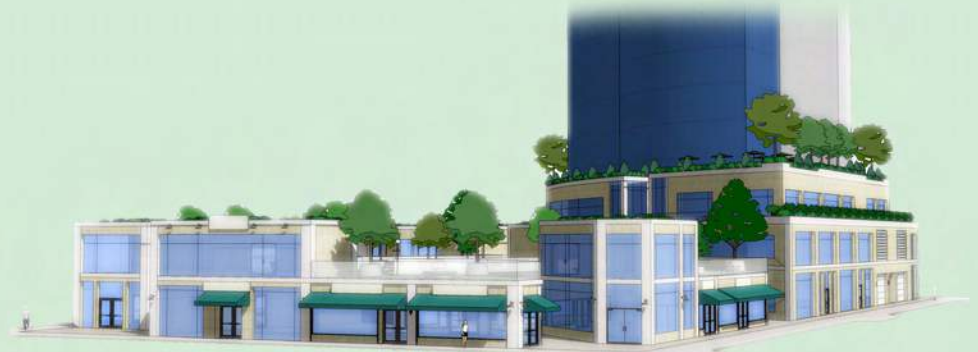
SPOKANE MULTI-USE BUILDING PROJECT

FOURTH YEAR STUDIO, ARCH 401 - PROFESSOR RAFI SAMIZAY



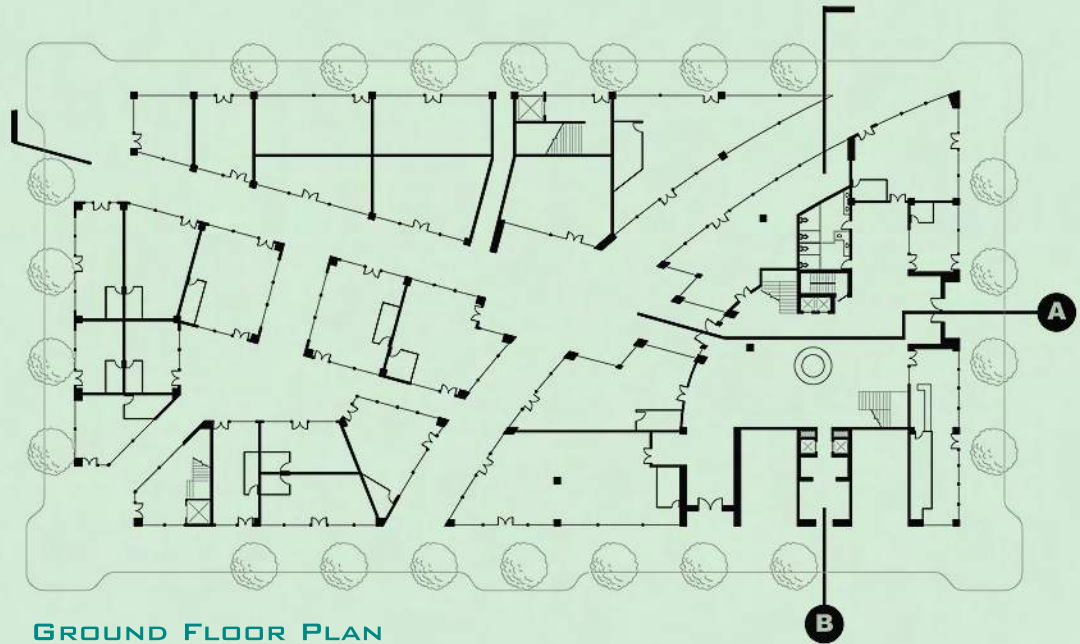
This project was for us to create a multi-use structure(s) on a city block located in downtown Spokane, WA. The location of this block was on the corner of Sprague and Washington and was only a few blocks east of the Davenport Hotel and the more vibrant area of the city's center. Our project requested that we create a building which could provide a diversity of functions, such as retail, residential, public services, and office spaces.

In my design, the tower was the iconic centerpiece, housing residents in the upper floors and offices in the lower part of the tower. The rest of the site, which consists of one and two story buildings, was designed to act as a pedestrian mall and retail center for the public. The addition of the roof garden on top of these structures was to give those living and working in the tower a more beautiful view, than a simple asphalt roof, and it also provides the city with a much needed green space.

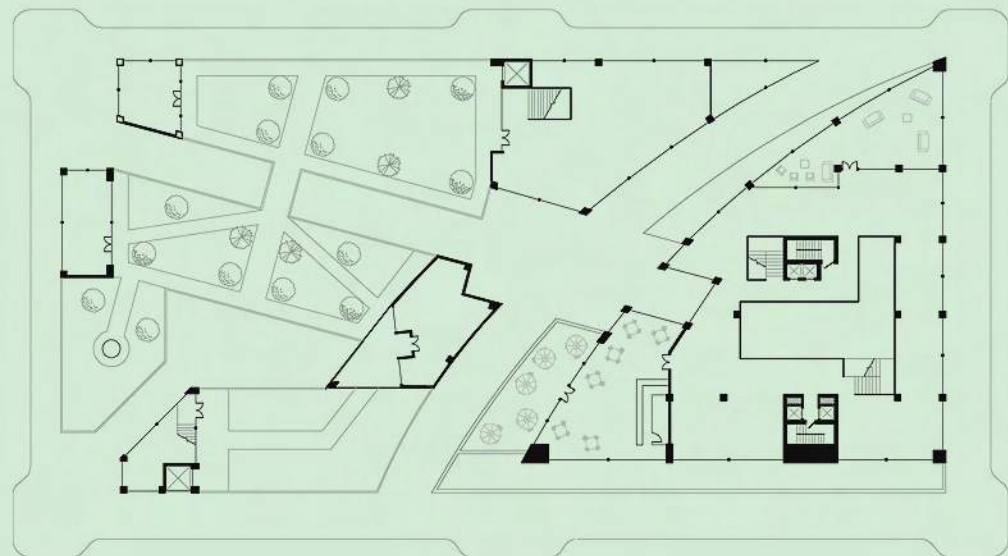




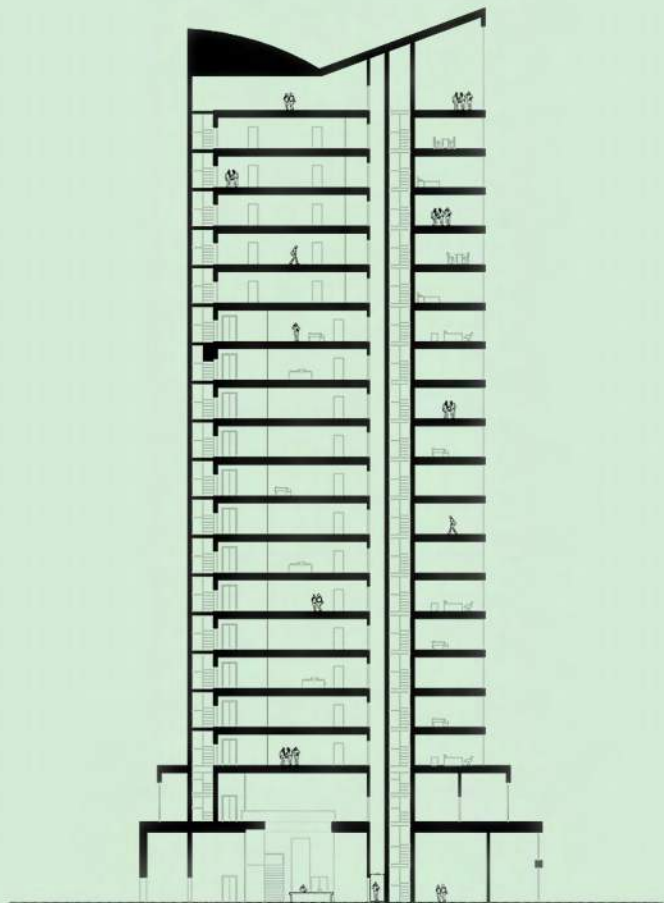
SITE MAP



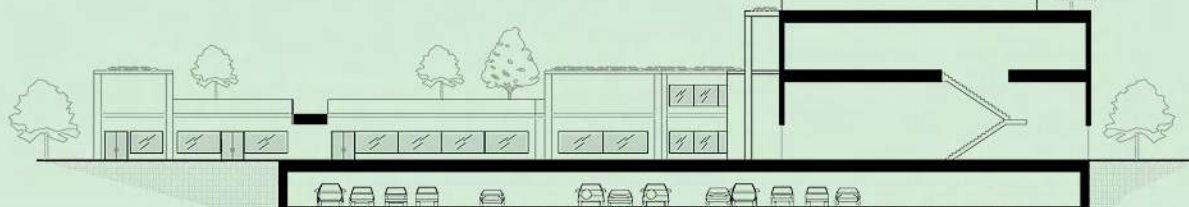
GROUND FLOOR PLAN



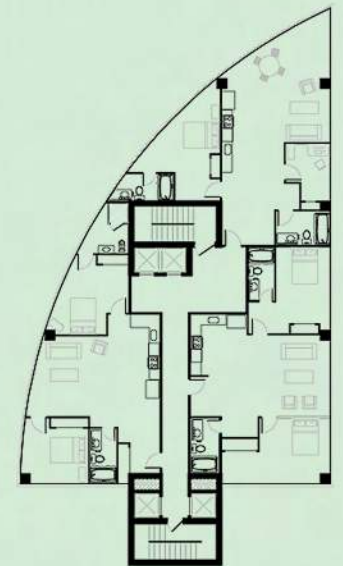
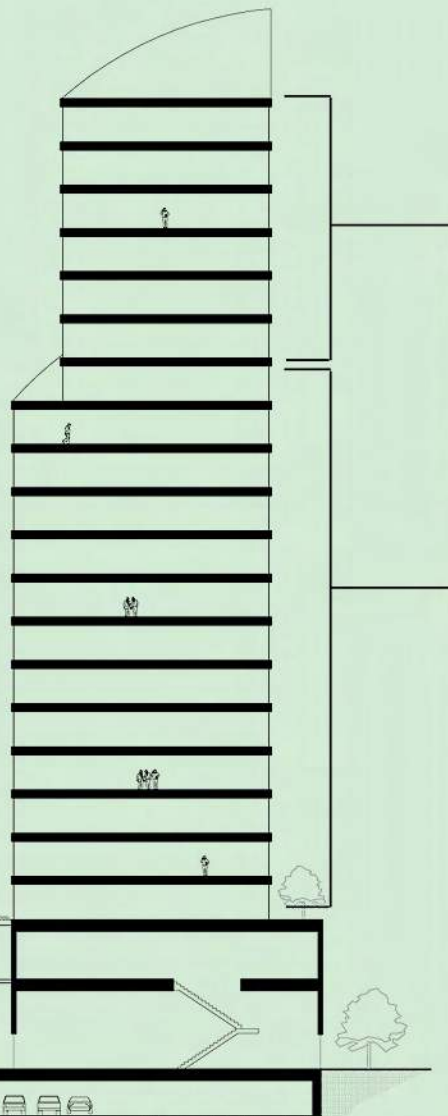
SECOND STORY FLOOR PLAN



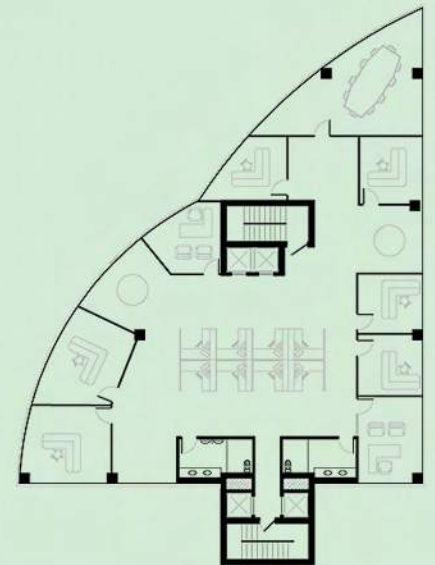
SECTION CUT B - TOWER SECTION



SECTION CUT A - SITE SECTION



RESIDENTIAL FLOOR PLAN



OFFICE FLOOR PLAN



NORTH ELEVATION



WEST ELEVATION



SOUTH ELEVATION



EAST ELEVATION

A Place for the People

The paths that cut through this site control the flow of pedestrian traffic on the site and funnels pedestrians into focal areas designed to create a vibrant social atmosphere. The separation of pedestrians from the noisy automobile traffic on the streets was essential for creating a enjoyable place for people to eat, shop, relax, and feel safe.



Greenspace

The rooftops of all the lower buildings on the site are designed to function as a public park for the residents of downtown Spokane. The park serves many uses, such as generating pedestrian traffic and activity, creating a greenspace to help offset the environmental impacts of constructing buildings on the site, and it also creates a pleasant view for those who live and work in the tower.

BURNSIDE BRIDGEHEAD PROJECT

FOURTH YEAR STUDIO, ARCH 403 - PROFESSOR BASHIR KAZIMEE

The site for this project is located on the East side of Portland, at the corner of the Burnside Bridge and Martin Luther King Jr. Boulevard. This design strives to add additional mixed-use development to this urban neighborhood. Currently, this area of Portland is in need of a safe, walkable community, and this design was created in conjunction with a larger-scale neighborhood plan as a response to this necessity.

Building Information

Location: Burnside Bridgehead - Portland, OR
Building Size = 46,000 sq. ft.
Footprint = 1.5 Acres

Residential

30 living units
Density = 20 Units/Acre

Commercial

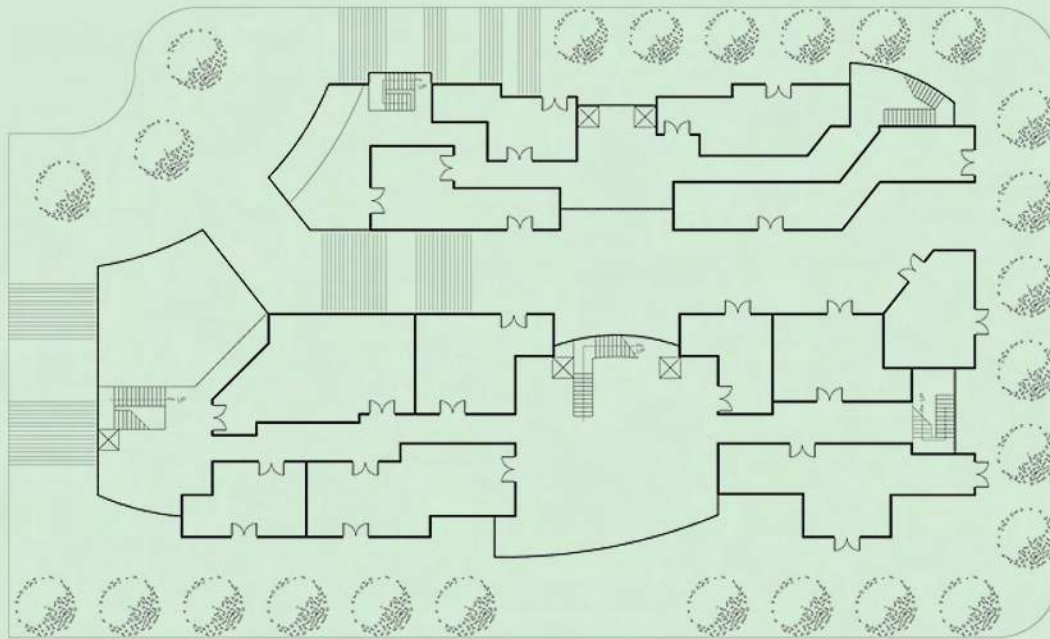
15 retail units
Density = 10 Units/Acre



Vicinity Map - Portland, OR



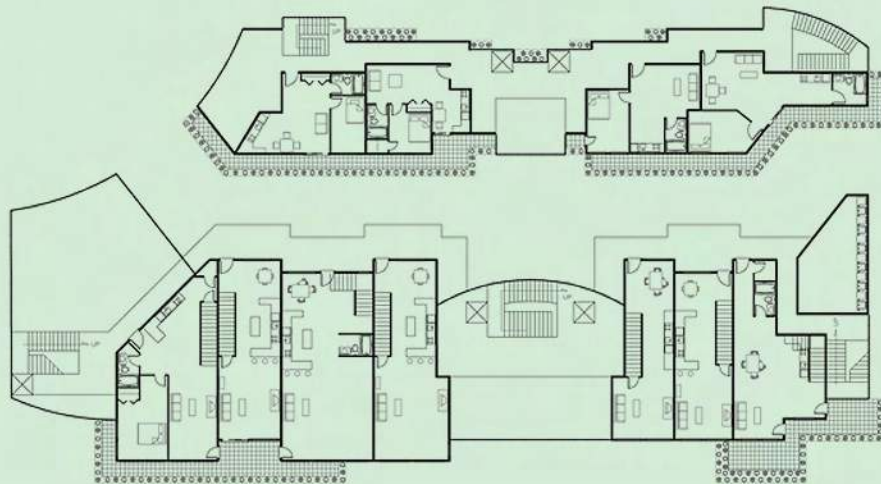
Site Map



FLOOR PLAN - STREET LEVEL



INTERIOR PERSPECTIVE



FLOOR PLAN - FIRST FLOOR

INTERIOR COURTYARD RENDER





FRONT ELEVATION



RIGHT ELEVATION



REAR ELEVATION



LEFT ELEVATION



MUSEUM OF THE PRINTED WORD

FIFTH YEAR STUDIO, ARCH 553 - PROFESSOR FRANK JACOBUS

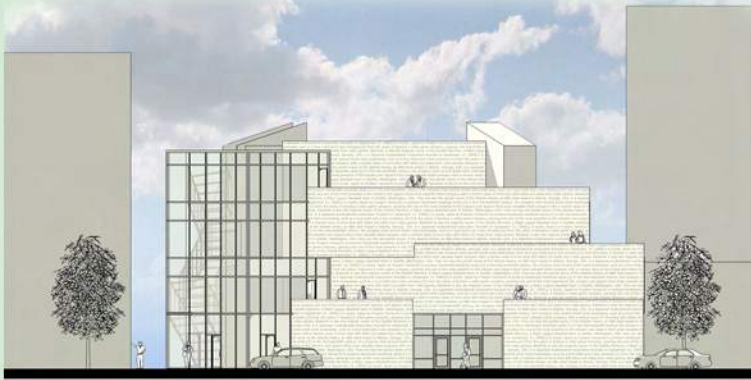
This project challenged us with the task of creating a museum that would house artifacts related to the printed word. The program was loosely outlined and it was up to the student's discretion as to what constituted the "printed word". The following details about the Gutenberg Press highlight what I tried to incorporate as elements into my design.

Gutenberg's Press is a model of efficiency and user customizability. With the press, one could produce more manuscripts on a larger scale with less effort than ever before. The Gutenberg press was also a catalyst for individuals to use the configurable format of the printing plate to create original works that had never been capable of mass delivery until that point in time.

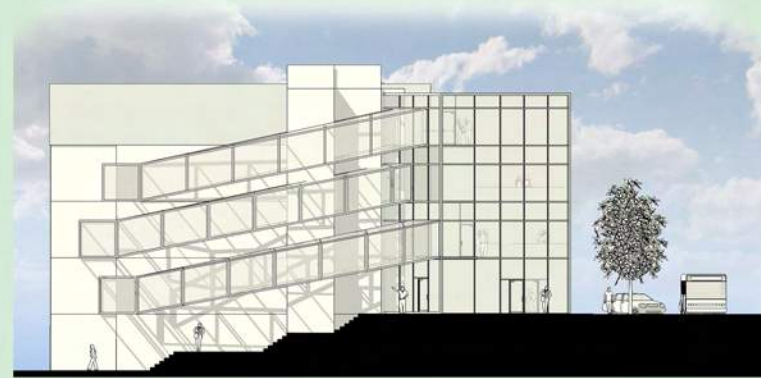


SITE PLAN - SEATTLE, WA

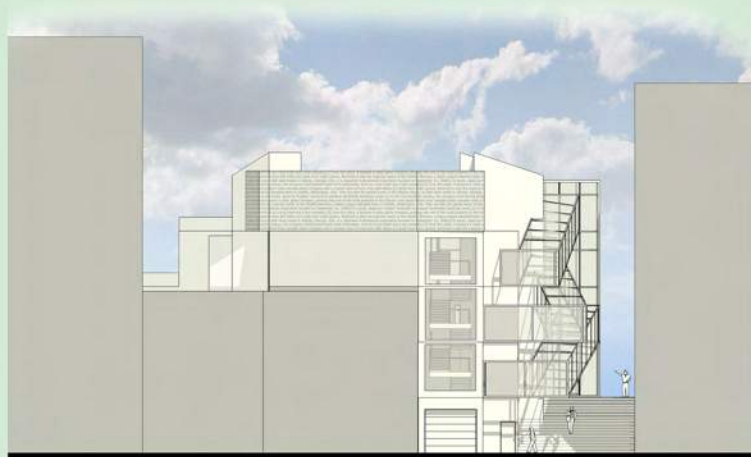




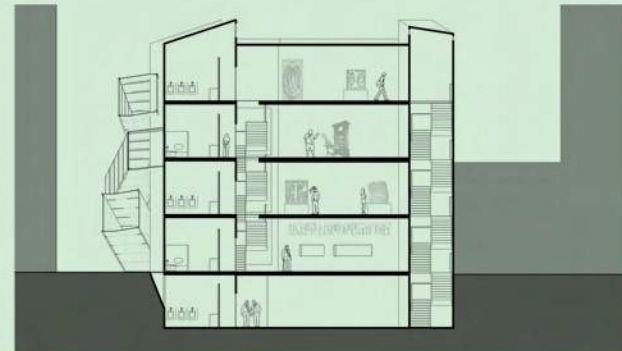
FRONT ELEVATION



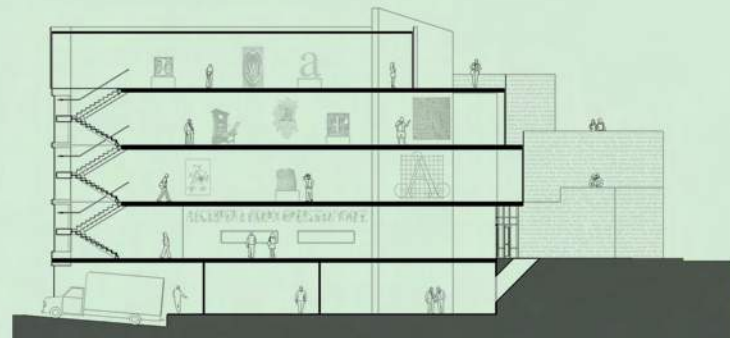
ALLEY ELEVATION

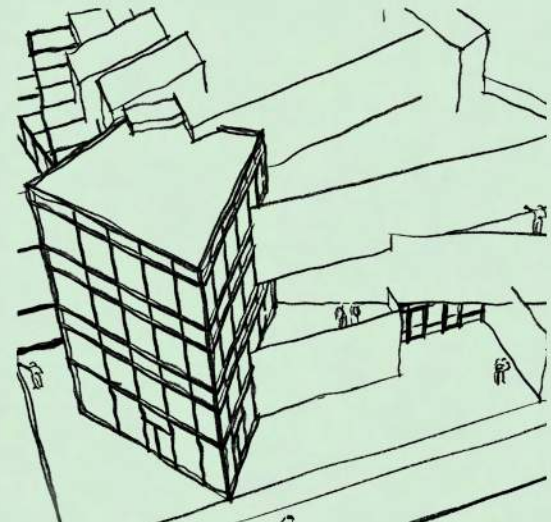
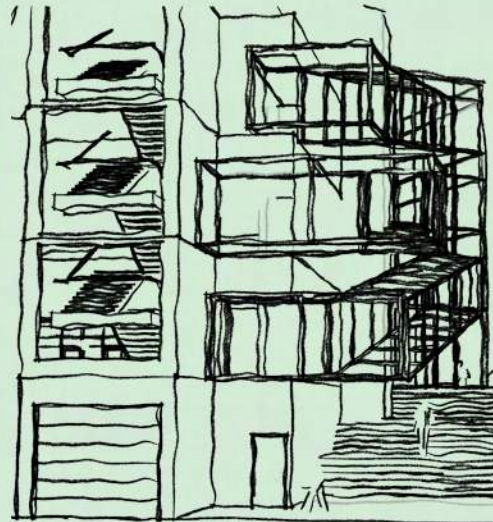
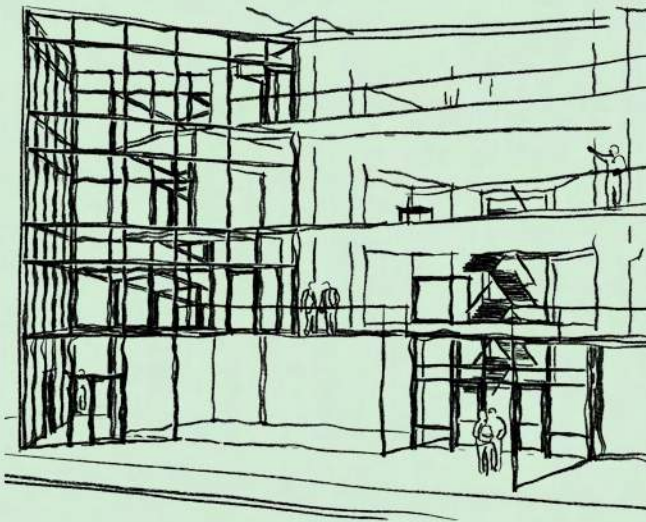


REAR ELEVATION



BUILDING SECTIONS





DESIGN SKETCHES

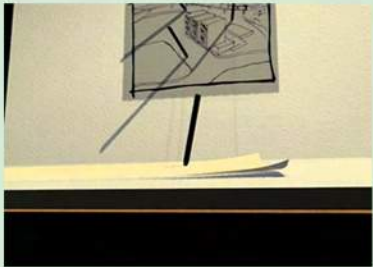
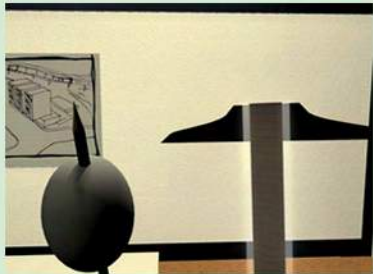
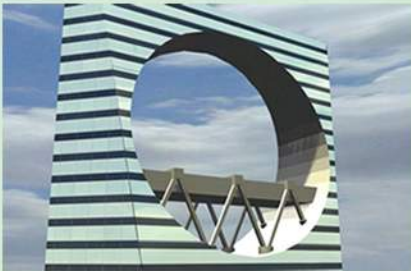
PHOTOGRAPHY AND DIGITAL DESIGN

PHOTOGRAPHY / CG / MAYA ANIMATION / WEB DESIGN

Here is a collection of photographs and digital work that I have created. These include standard film and digital film photographs, computer generated animations using the Maya and 3D Studio Max modeling software and also shown are a few website designs I am credited with creating.



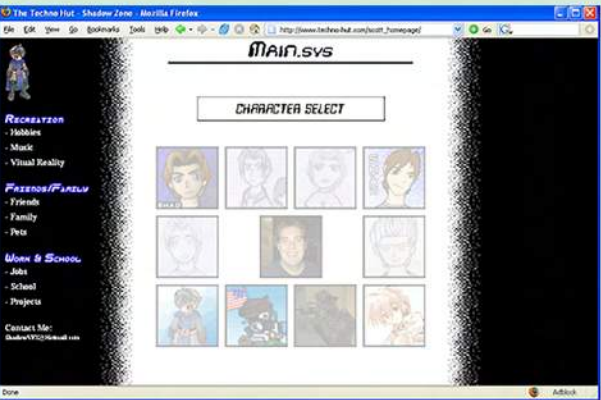
MAYA CG Animations



Webpage Layouts



www.techno-hut.net



www.techno-hut.net/scott



www.bronsom.com

“I know the price of success: dedication, hard work, and an unremitting devotion to the things you want to see happen.”

--Frank Lloyd Wright, *American Architect*