JULIA PARK

DESIGN PORTFOLIO

University of Texas at Austin

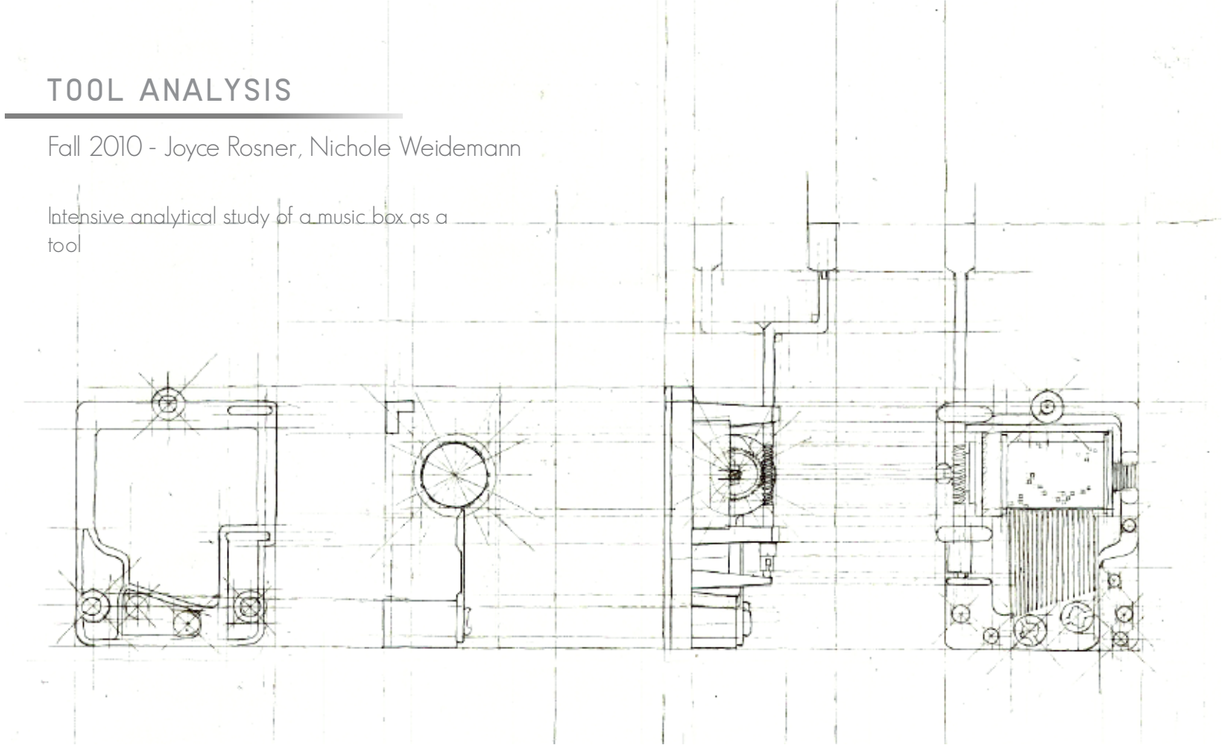
contents

01 ANALOG

TOOL ANALYSIS

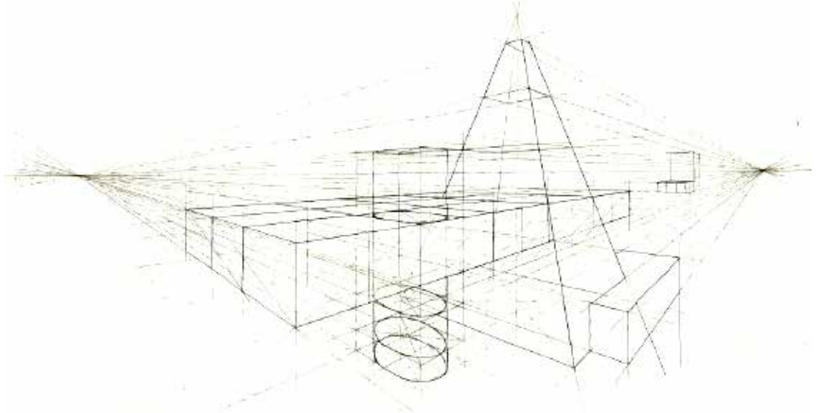
Fall 2010 - Joyce Rosner, Nichole Weidemann

Intensive analytical study of a music box as a tool



PERSPECTIVE STUDIES

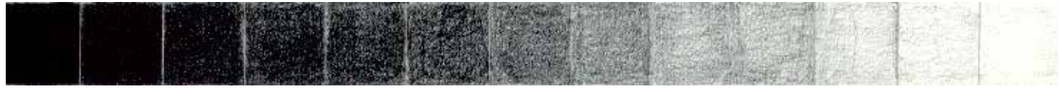
Fall 2010 - Joyce Rosner, Nichole Weidemann

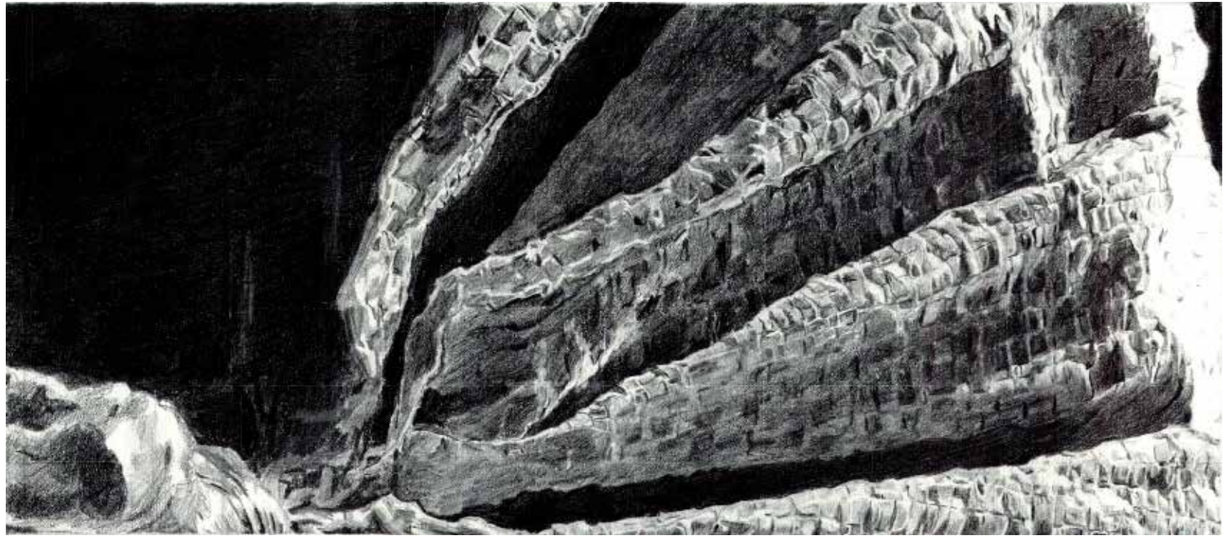


DETAILED DRAWING

Fall 2010 - Joyce Rosner, Nichole Weidemann

exercise in seeing light and shadow by using a gridded drawing technique

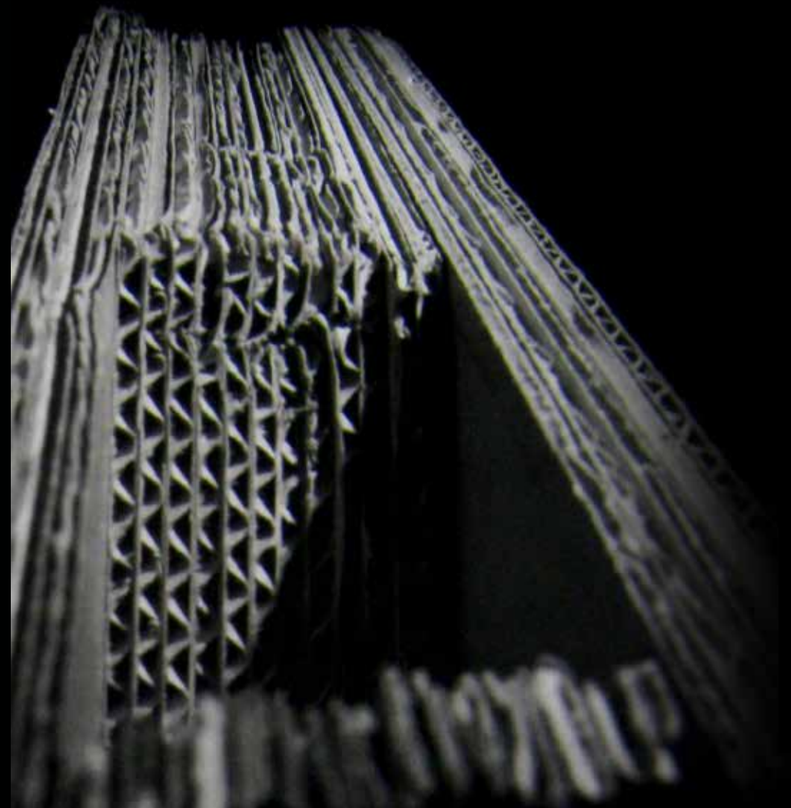


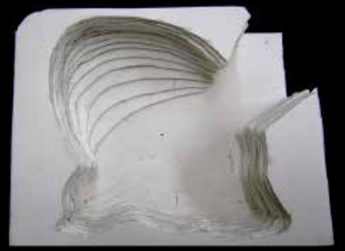


ENVELOPING THE HUMAN

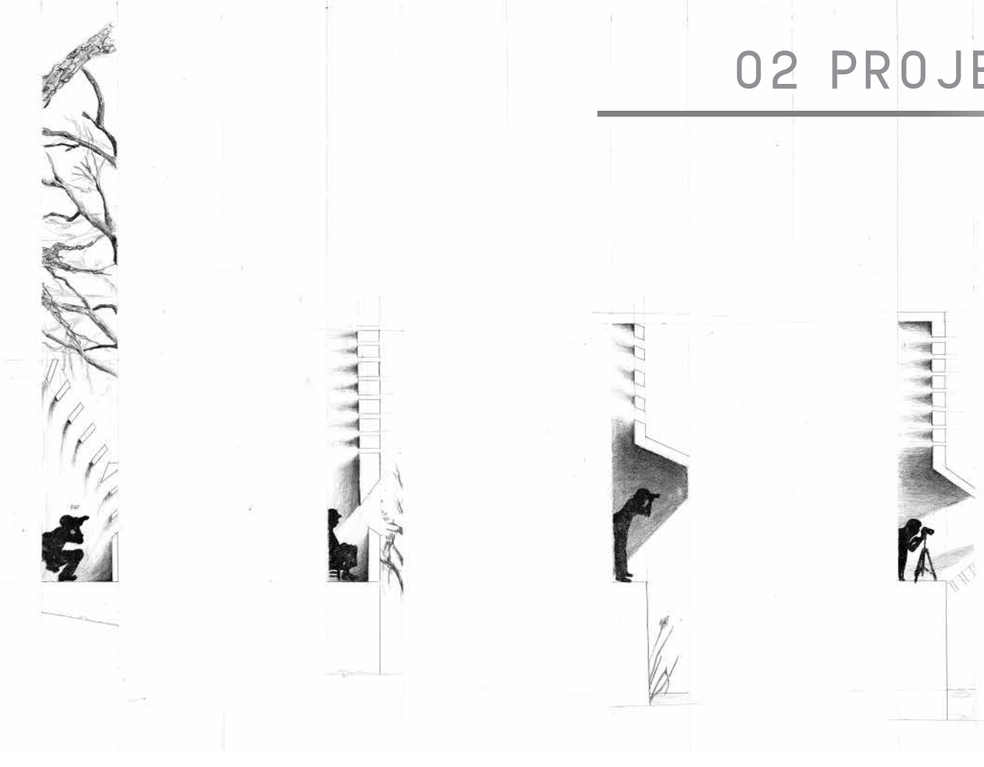
Fall 2010 - Clay Odom

discovers the relationship between human and space. creates a space enveloping the human performing a specific action. introduces the concept of lighting in a space



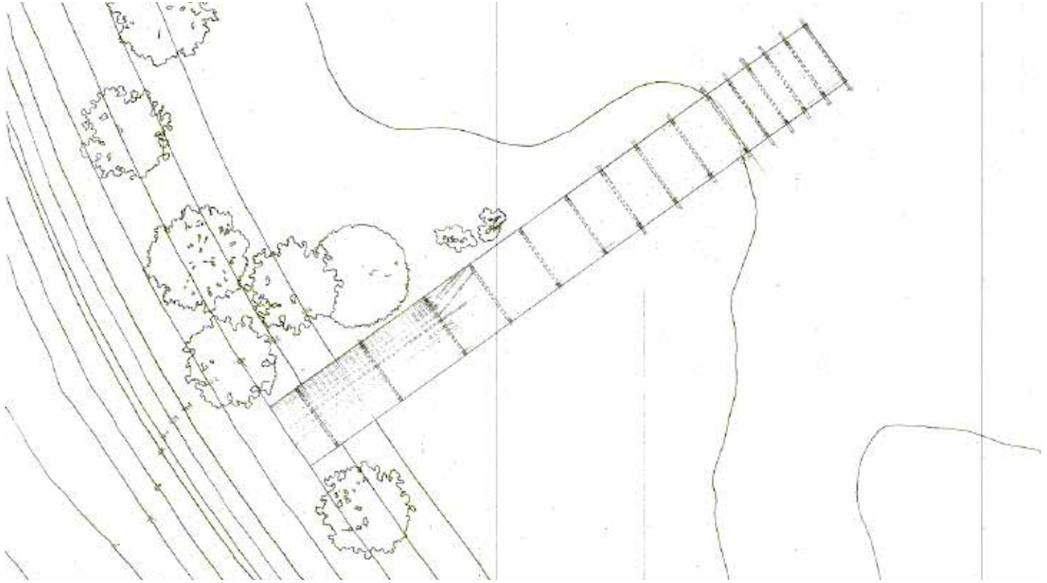


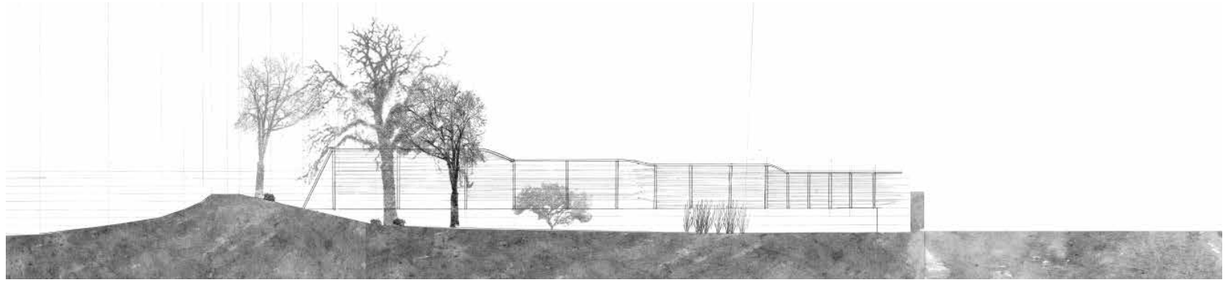
02 PROJECTS



BLIND

Spring 2011 - Smilja Milanovic-Bertram

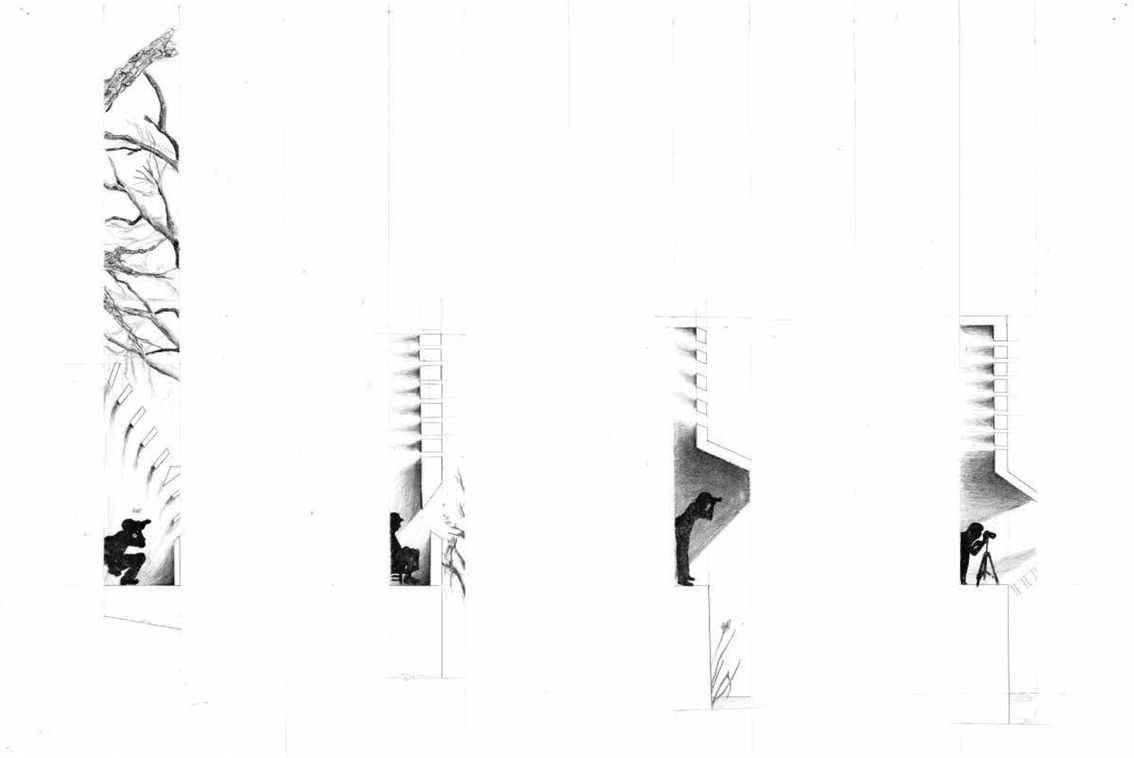


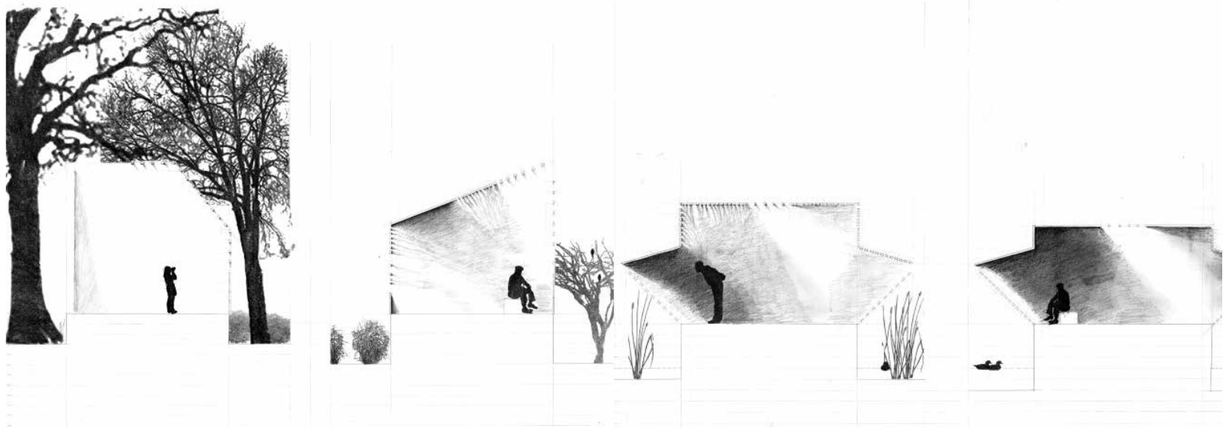


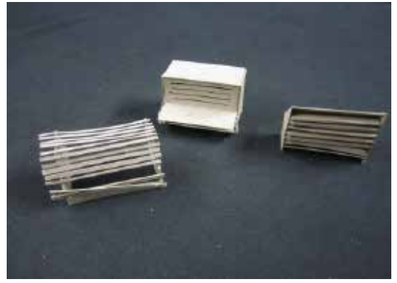
Responding to the highly elongated nature of the site and its changing terrain, the blind varies its openings and height. In order to provide adequate protection for birders, the blind works with the existing trees to hide the birder and becomes more intimate when more protection is needed.

BLIND

Spring 2011 - Smilja Milanovic-Bertram







BLIND STUDIES

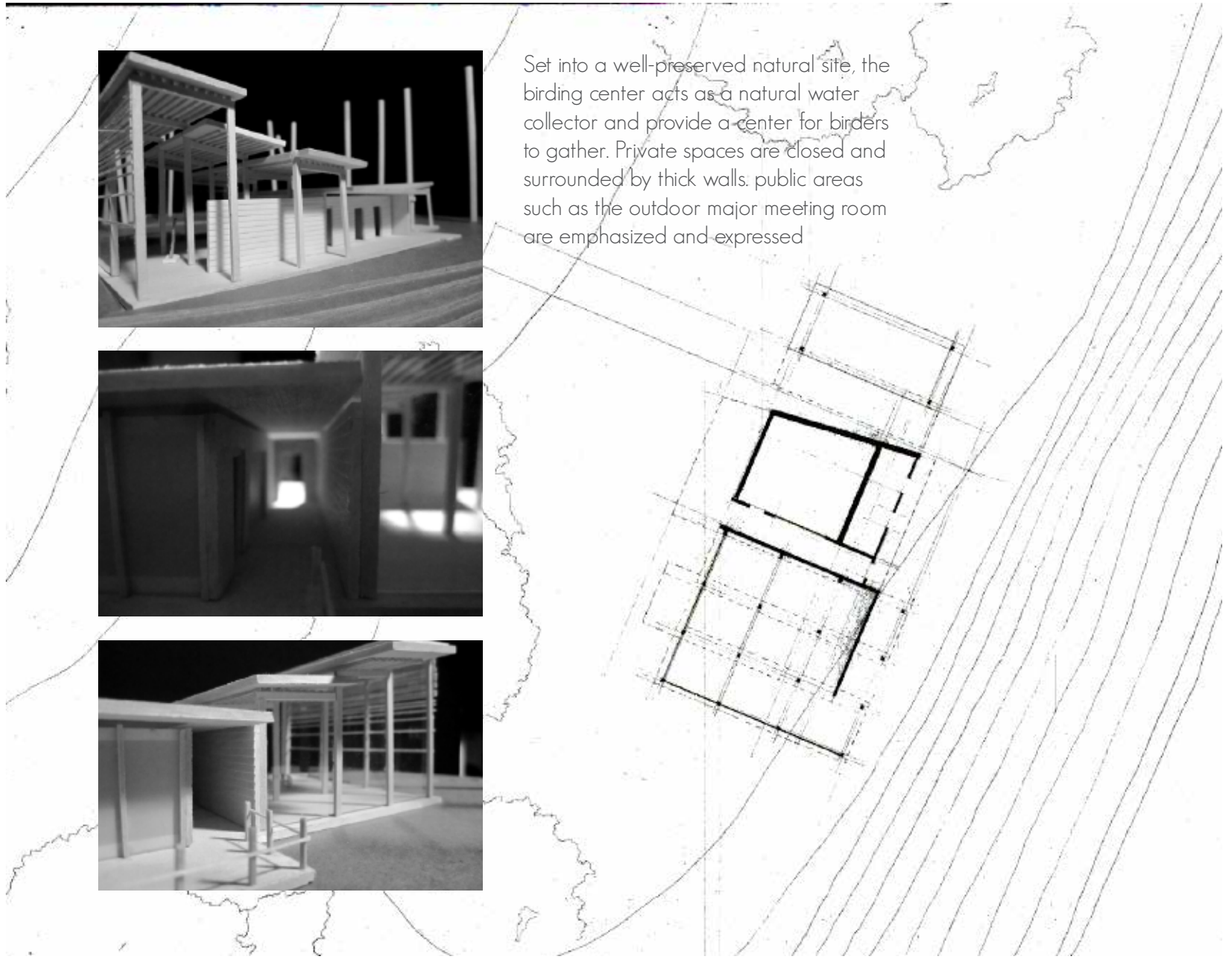
Studies about fenestration for Blind project.

Spring 2011 - Smilja Milanovic-Bertram

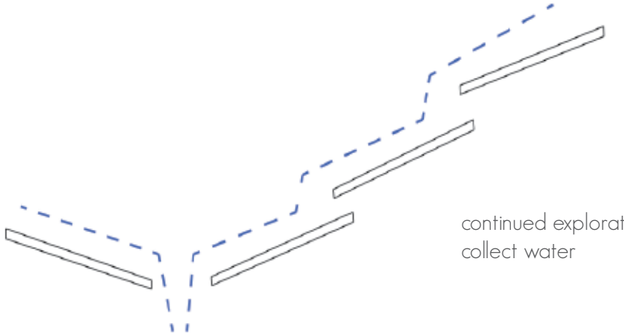
BIRDING CENTER

Spring 2011 - Smilja Milanovic-Bertram

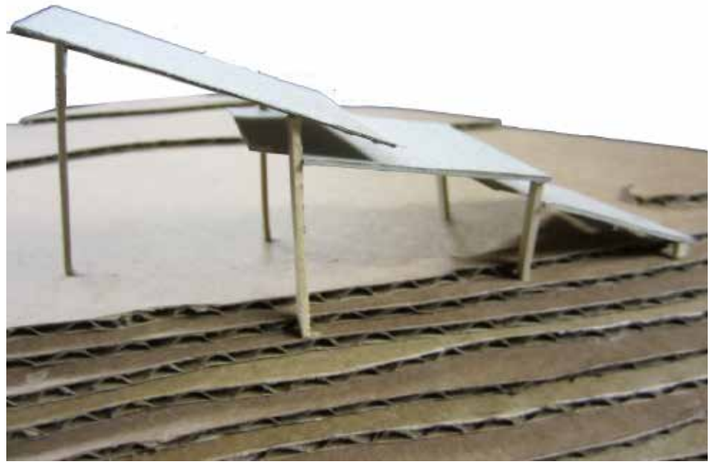
Set into a well-preserved natural site, the birding center acts as a natural water collector and provide a center for birders to gather. Private spaces are closed and surrounded by thick walls. public areas such as the outdoor major meeting room are emphasized and expressed



Studies about water collection device that directs water in and out of itself



continued explorations of ways in which to collect water



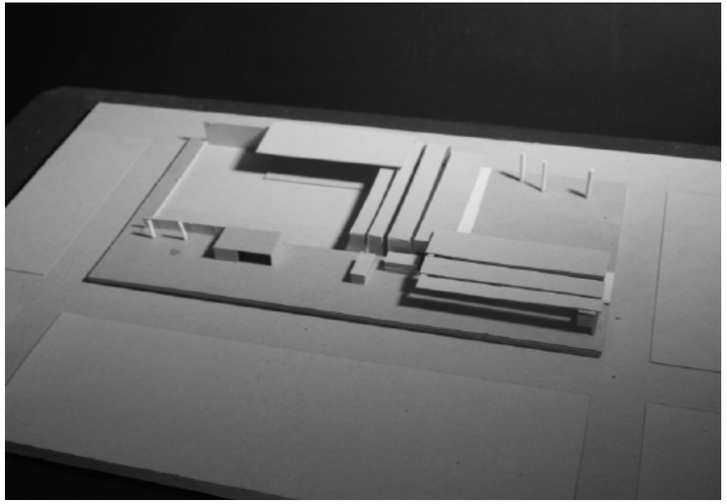
BIRDING CENTER STUDIES

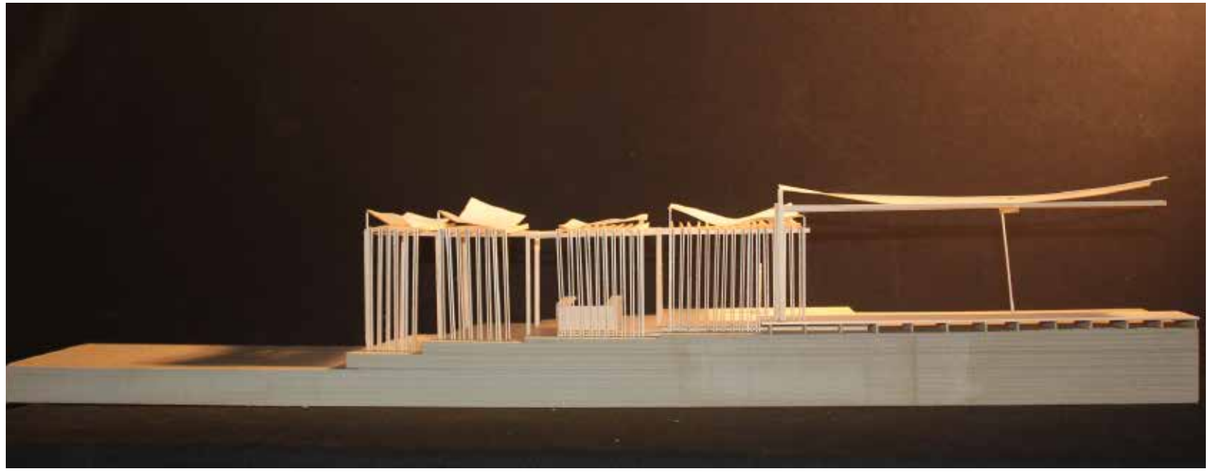
Spring 2011 - Smilja Milanovic-Bertram

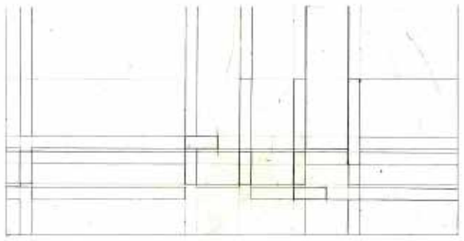
TRAILER PARK

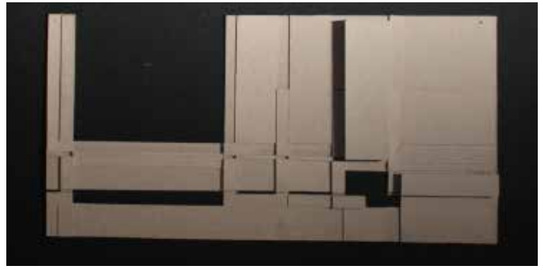
Fall 2011 - John Blood, Elizabeth Danze

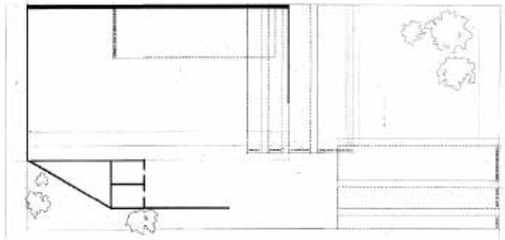
The trailer park designed for Austin provides a site for trailer food commerce. it also provides a performance space. The park responds to the ephemeral nature of trailer food stands by using a structure that is not bulk but seeminly 'temporary' and as light footed as a trailer is. The funneling nature of the project directs the viewers towards the performance as well as provides an informal stadium-style seating





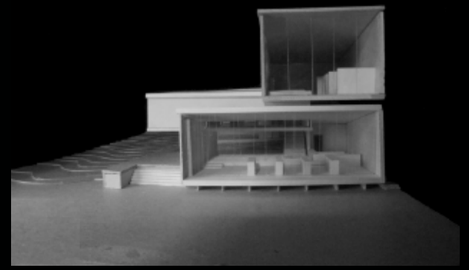


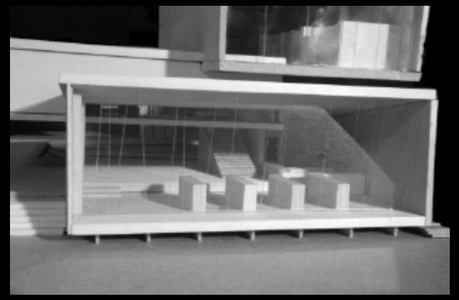


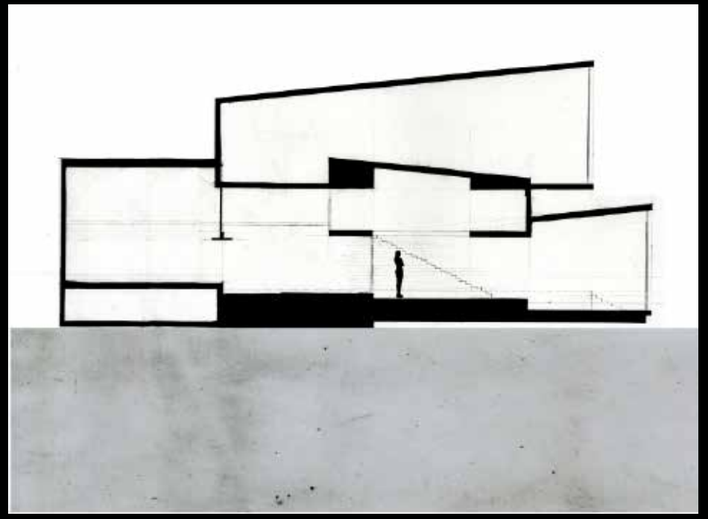


BRANCH LIBRARY

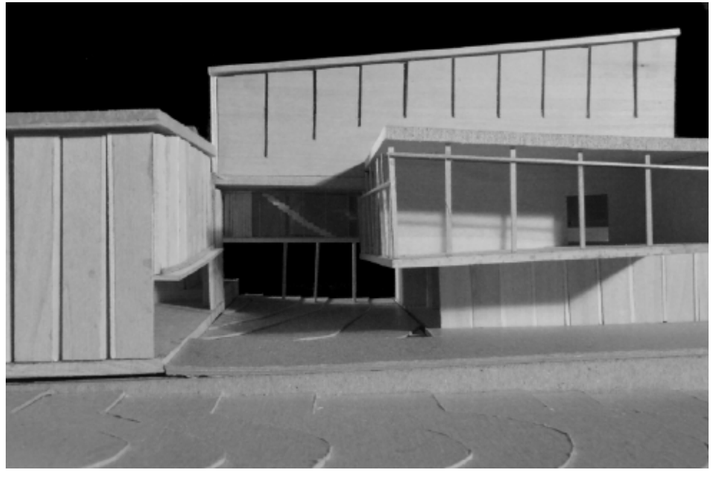
Fall 2011 - John Blood, Elizabeth Danze

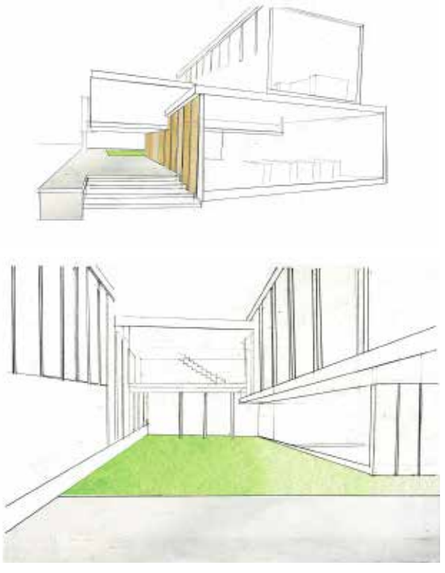


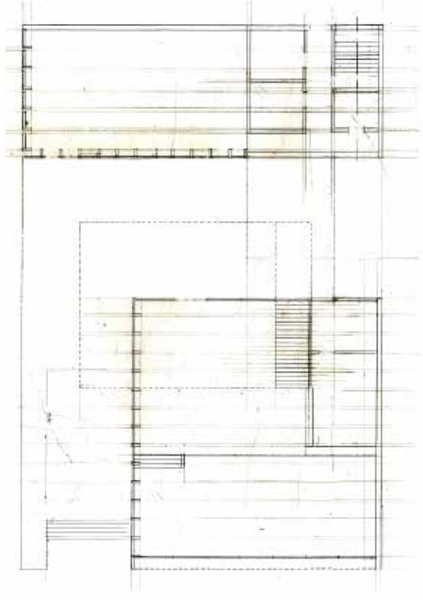


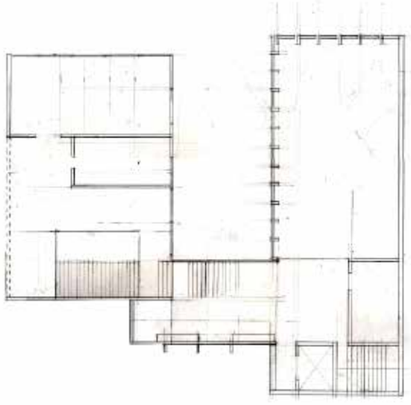


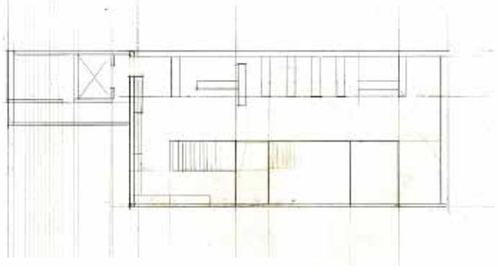
This small branch library is located in east Austin. the area which used to be home to many older residents is undergoing change towards a younger crowd. The intersecting, eclectic nature of this project responds to the changing demographic. the strong form of the building expressed as three intersecting rectangular boxes represent the three different ways of experiencing knowledge: experiential, group, and self. The library also houses a computer education center as a secondary program.



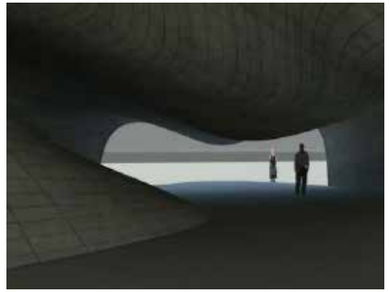




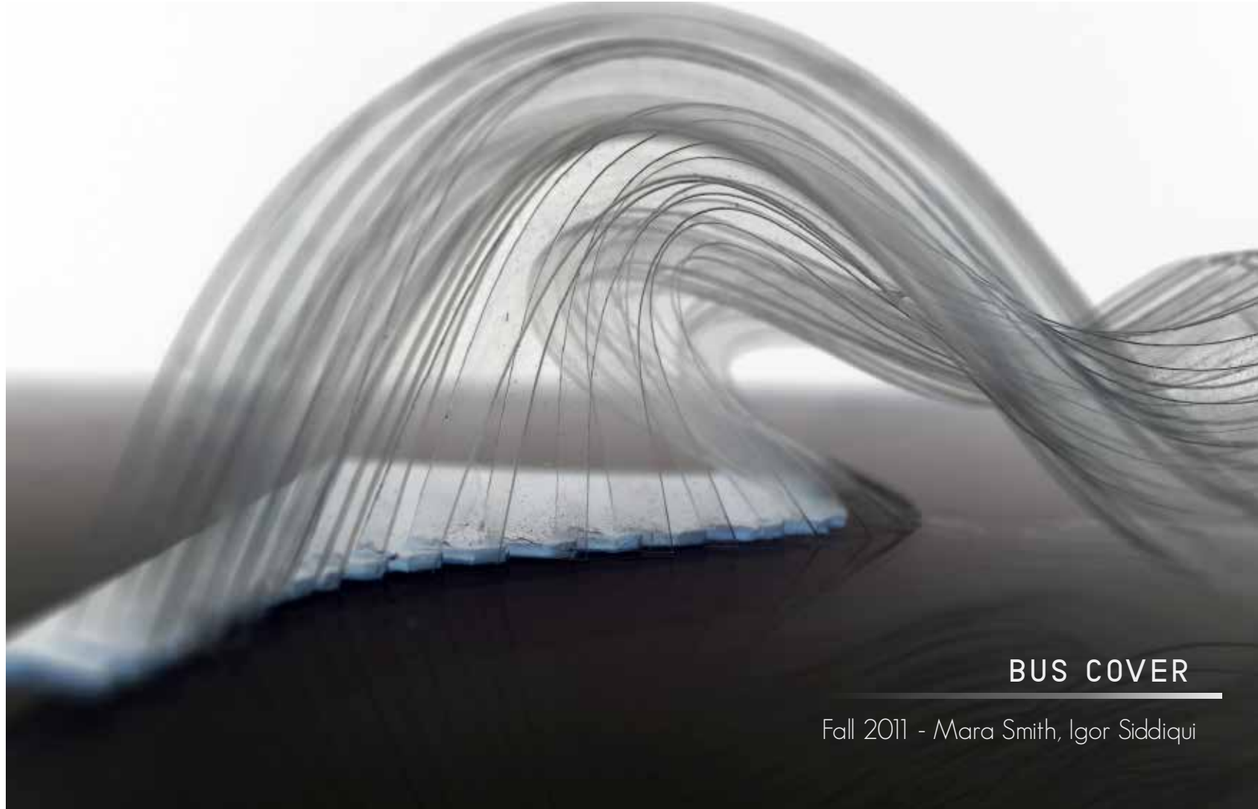




The plans for the building; The ground level is dedicated to being easily accesible and connects the separate parts of the building with greenspace. The second floor is dedicated to group study and the top is reserved for a self-learning experience and is therefore lifted from the busy street level.



An exercise in creating a digital form of a bus stop cover.

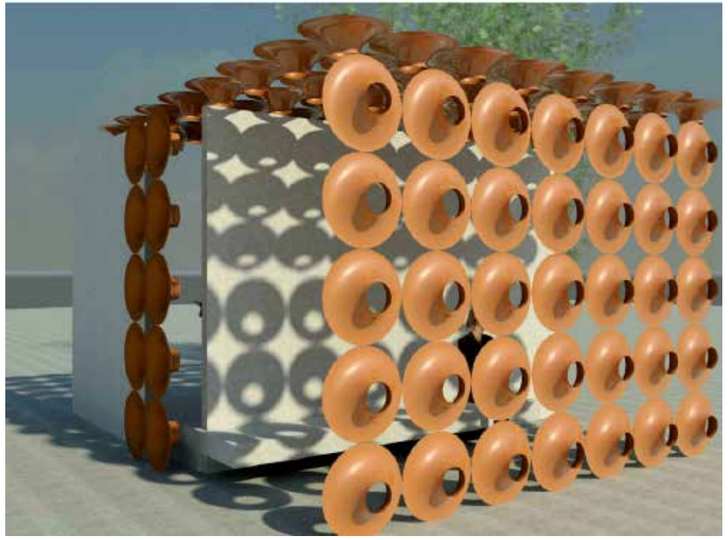


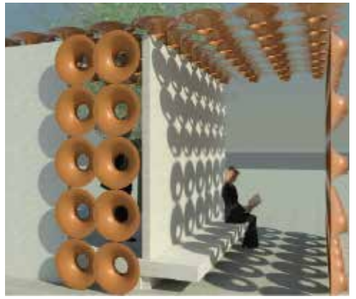
BUS COVER

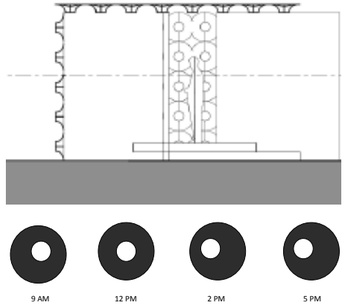
Fall 2011 - Mara Smith, Igor Siddiqui

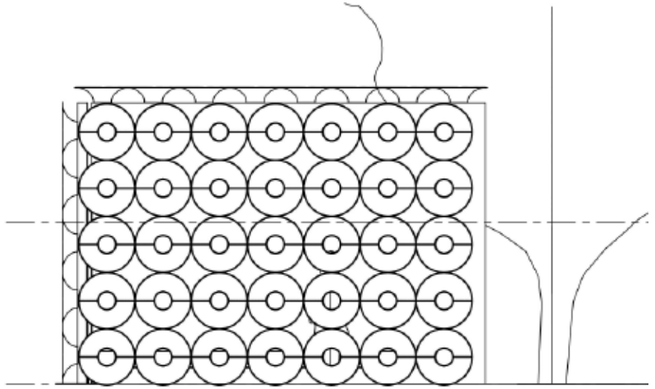
MODULAR COVER

Fall 2011 - Mara Smith, Igor Siddiqui





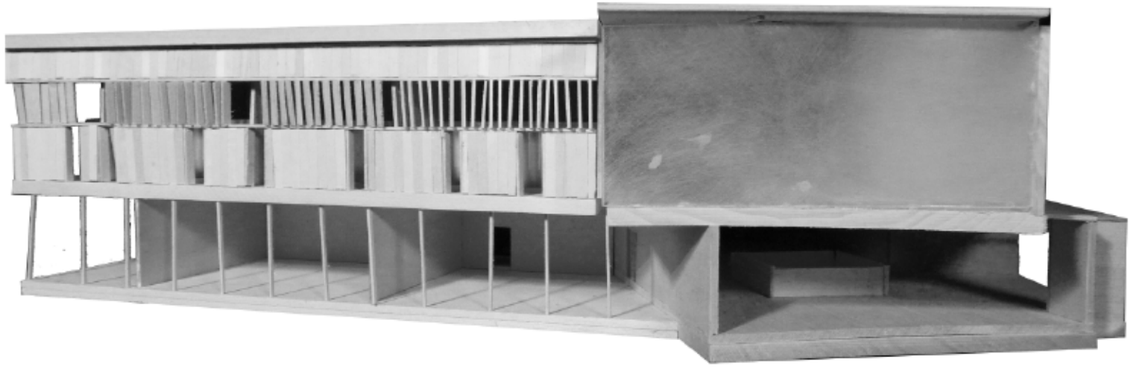


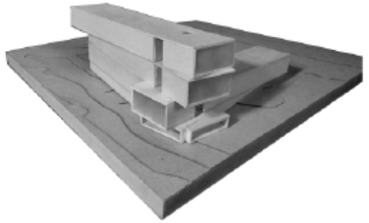


A secondary bus stop cover. Modular shading is applied to the original bus stop. the result is a skin of round units whose displayed shadow moves but also changes in appearance throughout the day, giving the user an indication of time. The cast shadow contains inner lit circles that shift their relative positions within the darker circles throughout the day.

MULTI USE BUILDING

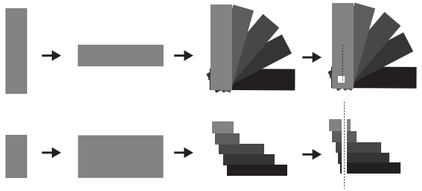
Spring 2012 - Judy Birdsong



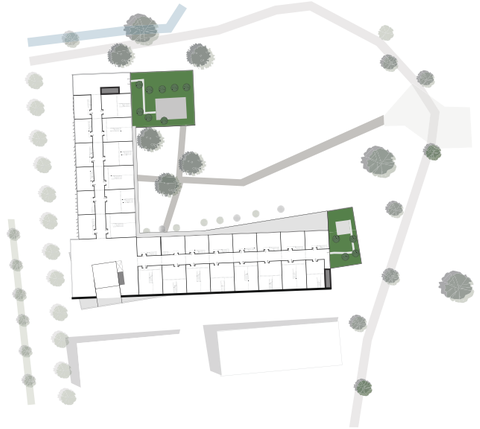


This multi-use building project exists in a site that fronts a large street on one side and a quiet residential side on the other. In order to mediate the two, the proposal calls for a twisted building that has a pin which connects all floors and acts as the core and communal gathering space

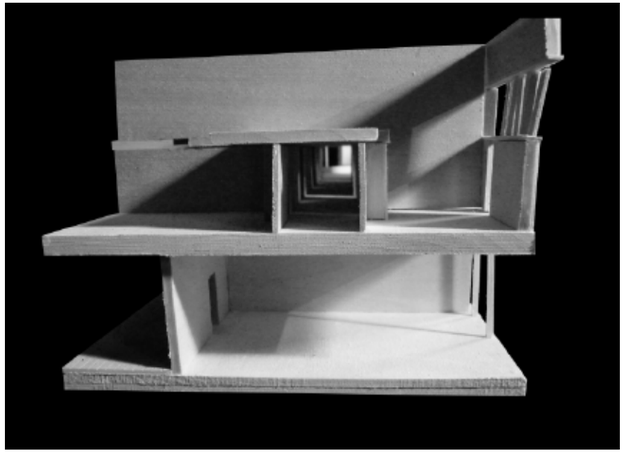
LOGIC OF UNFOLDING BUILDING



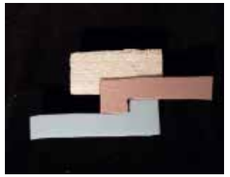
COMMERCIAL LEVEL
STANDARD RESIDENTIAL LEVEL

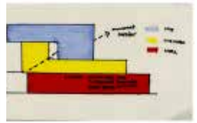


The bottom floor is permeous and contains the commercial programs. the floors above contain various programs that eventually become solely private residential areas as one moves towards the top floors. The core acts as a gathering space that permeates the entire building.

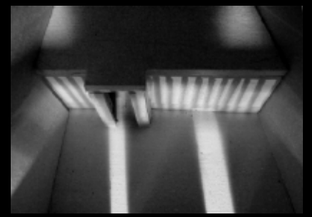


the section model provides a view of the interlocking nature of the units. each unit has a double height space.



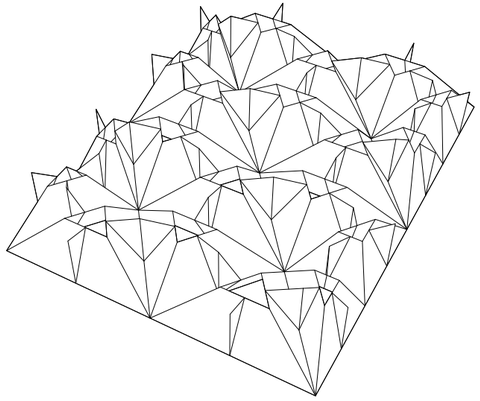


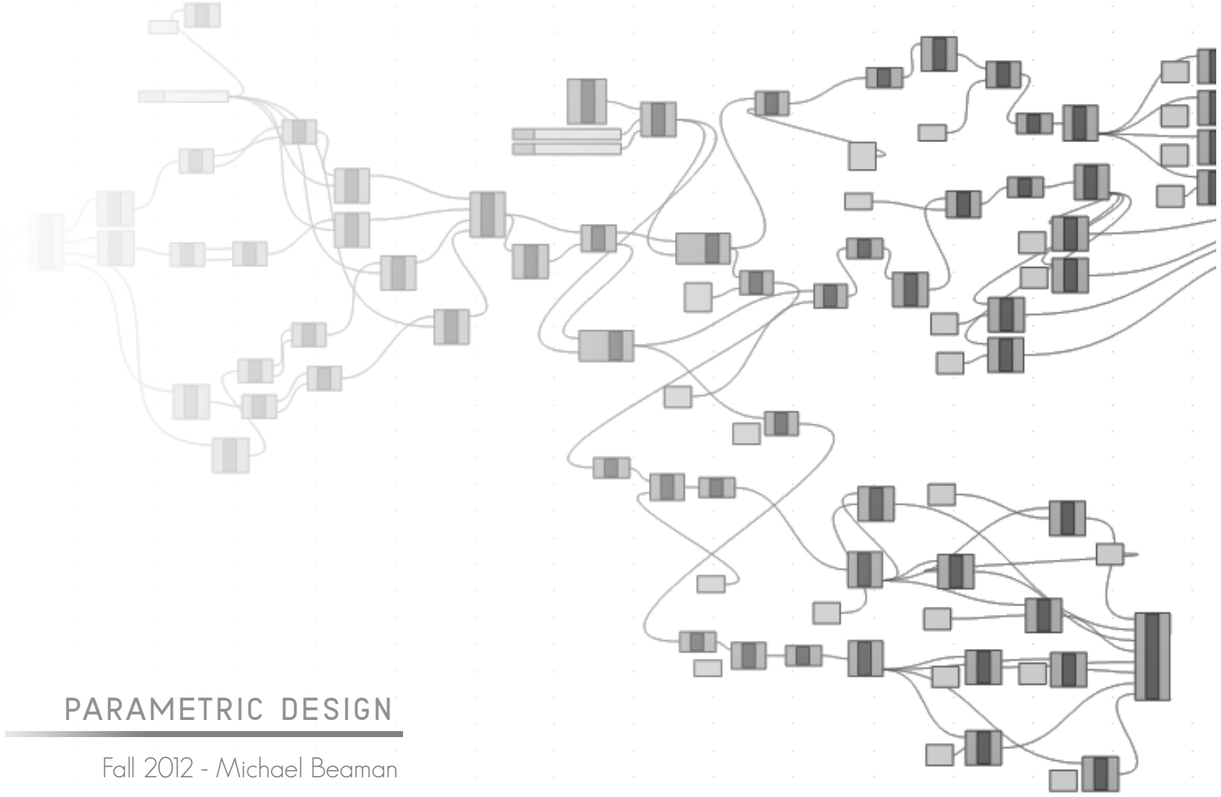
For the residential floors of the building, each unit contains a facade screen which may be individually altered by the user. This creates a dynamic facade from the street view while also functioning as a personal sun filter and giving individuality to the user in a large building.



03 ALGORITHM

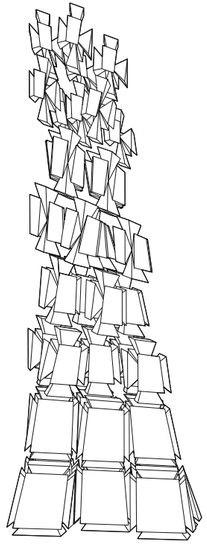
digital processes and fabrication



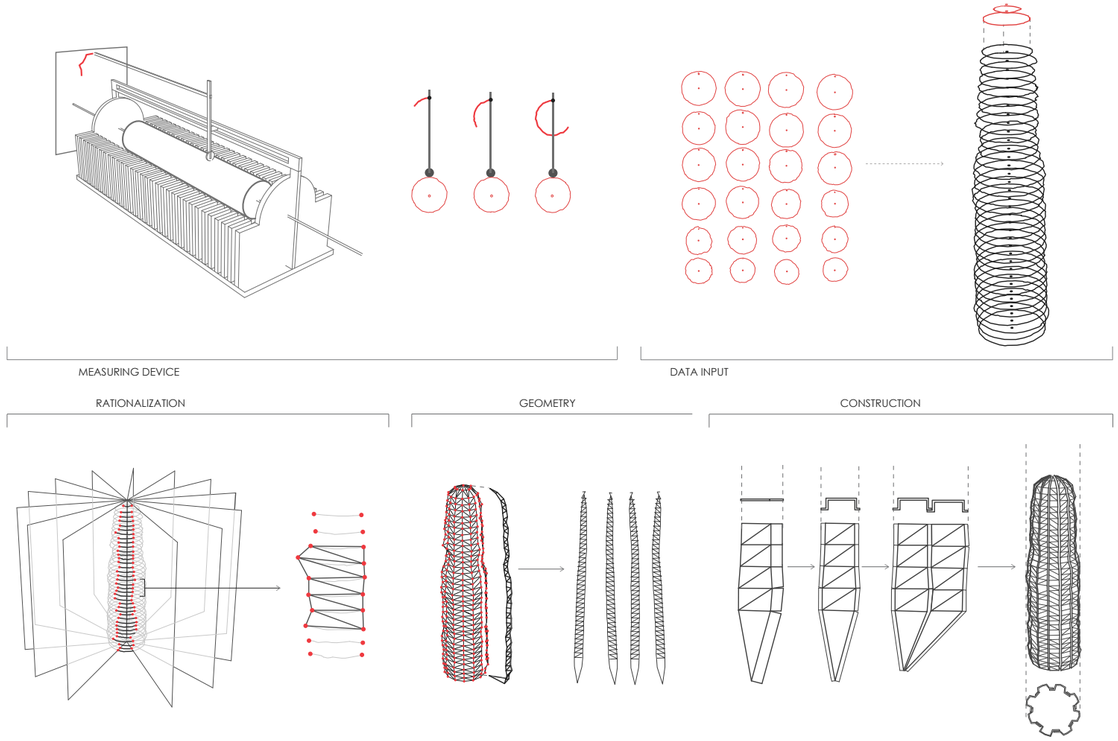


PARAMETRIC DESIGN

Fall 2012 - Michael Beaman



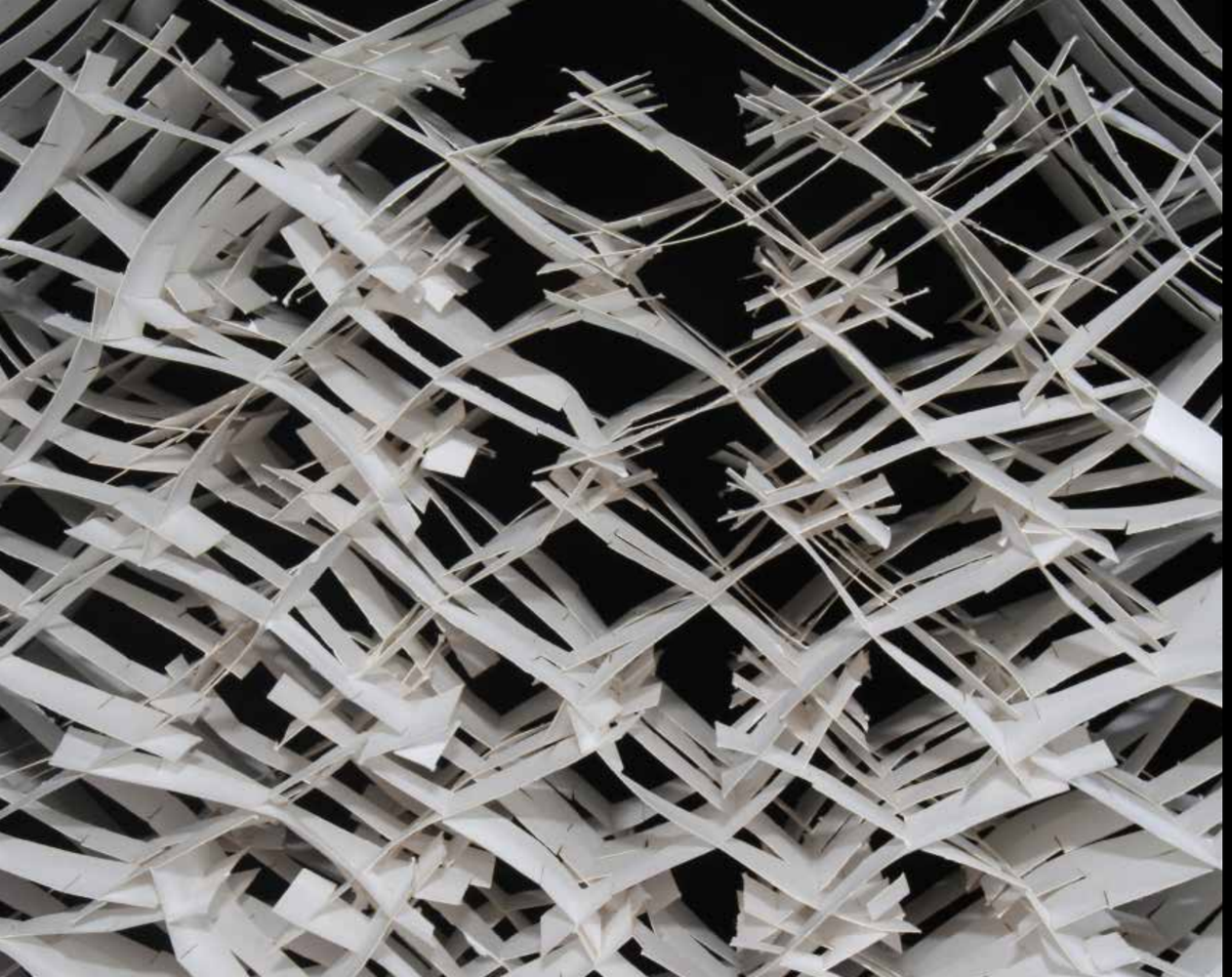
Parametric design constructed digitally by using grasshopper. This exercise in parametric design uses modular units. the size of the units changes as a function of distance from the bottom



this project aims to approximate corn, an organic object.
the method detailed above uses a measuring tool input
for raw data that is used to recreate a paper model

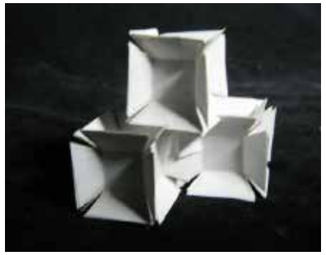
APPROXIMATING NATURE

Fall 2012 - Michael Beaman

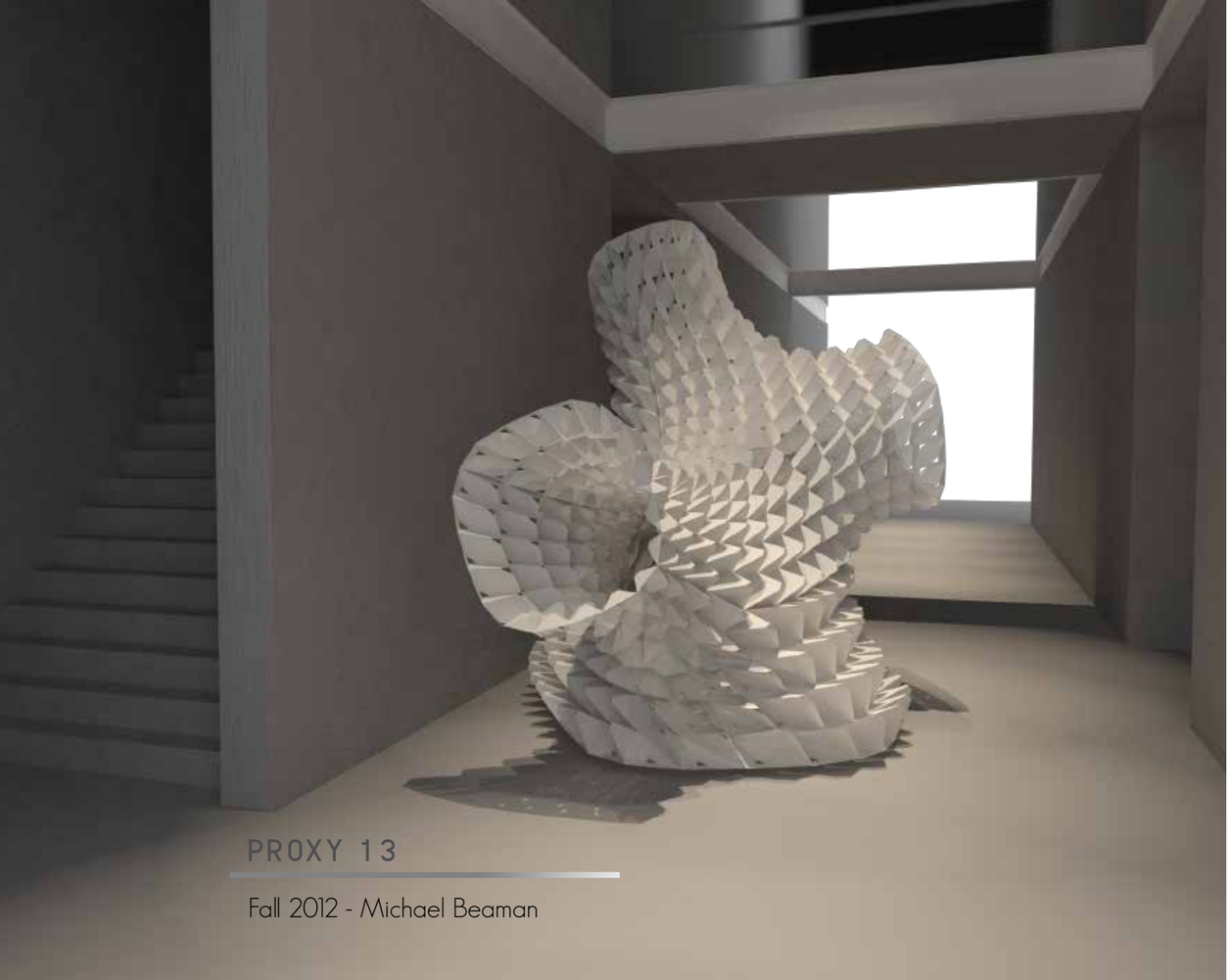


MODULAR CUBE

Fall 2012 - Michael Beaman

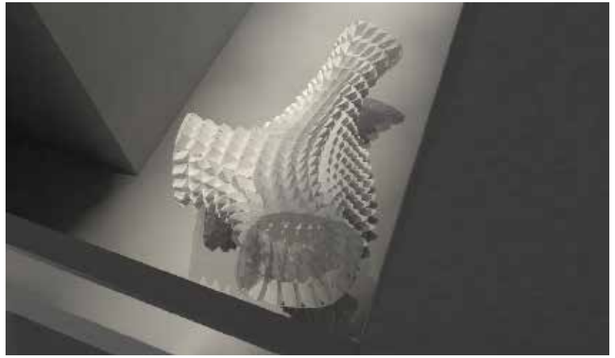


The project called to fill a 12" x 12" volume with a modular unit. In order to express connections and intricacy while still appearing light, a planar interlocking unit was used

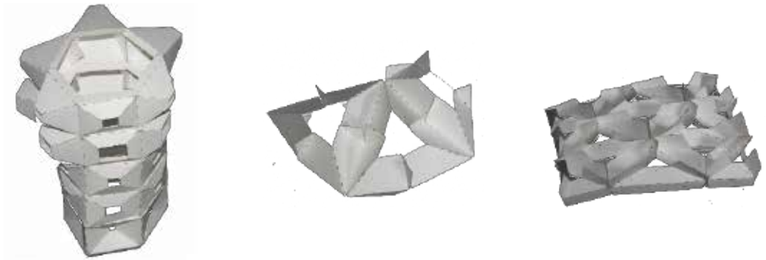


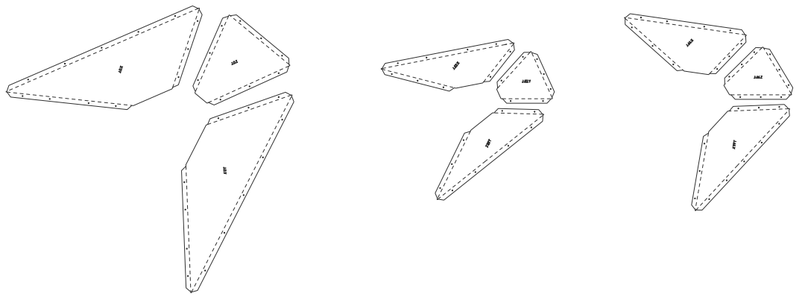
PROXY 13

Fall 2012 - Michael Beaman

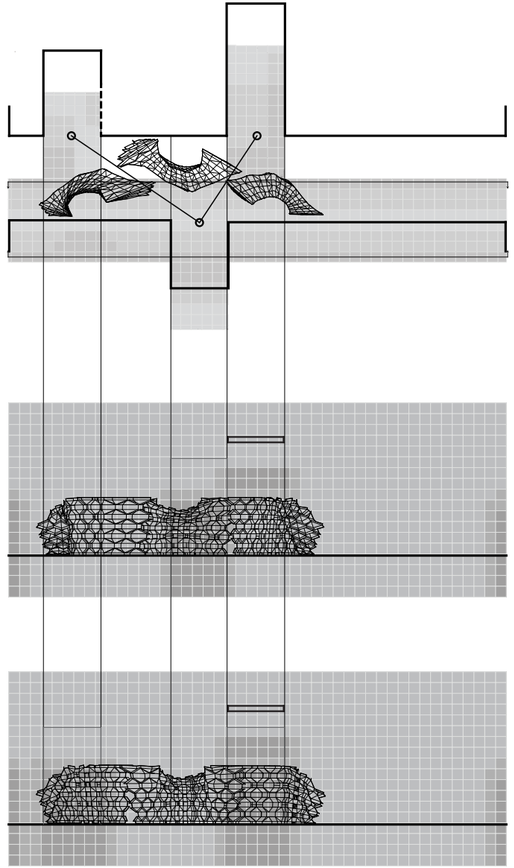


The site, an art gallery in Houston, noticeably seems too static and lacks movement throughout the galleries. The installation uses three tubular arms to direct views and invite the user to move throughout the space. The units morph throughout the structure, encouraging the user to move about the structure.





The site, a gallery located in Houston, Texas, seeks to re-direct its movement through the main hallway. The challenge exists because the hallway is so architecturally out of scale that users do not feel encouraged to move through the hallway. To induce movement, the studio as a group proposed to promote movement through a suggestive form and a changing unit.



Team IST | Sections

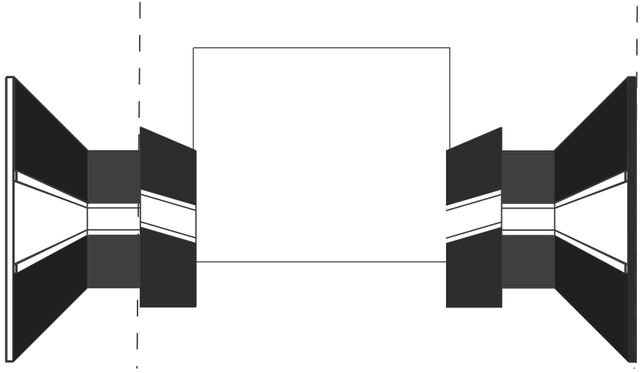
Visual Movement Section

04 EXPAND

independent study/work

Spring 2012-Fall 2012

Design: Julia Park, John Clark



Gaming has become a very popular hobby in today's society. For some, it is much more than a 'hobby.' professional gaming has become an entire field - e-Sports is the digital version of sports we watch today.

With live matches filling entire stadiums and with concurrent online viewer counts in the millions (more than any TV show could ever ask for) gaming has become a profession for serious players. It is their livelihood, and for spectators it truly is a sport and therefore design must be considered.

The design project was to design a stage set for Lone Star Clash (a $30,000 video-gamingtournament) that the players could play on. The primary concerns included allowing the players to be seen on stage and highlight their locations and to excite and engage the audience through the set alone. The stage needed to emphasize the players and be dynamic.

casters

LONE STAR CLASH STAGING

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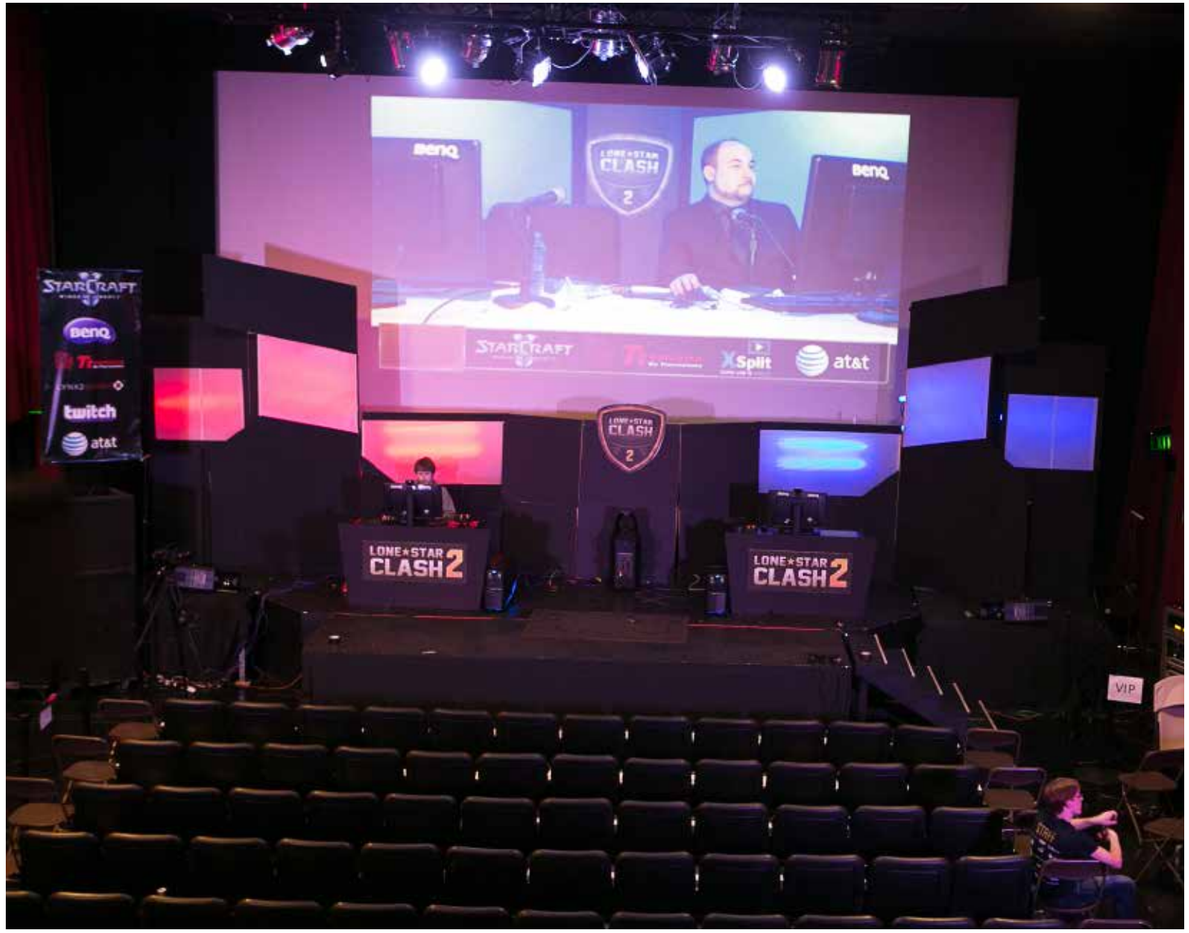
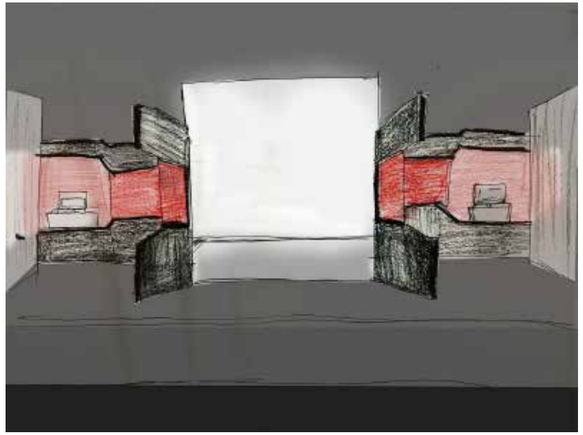


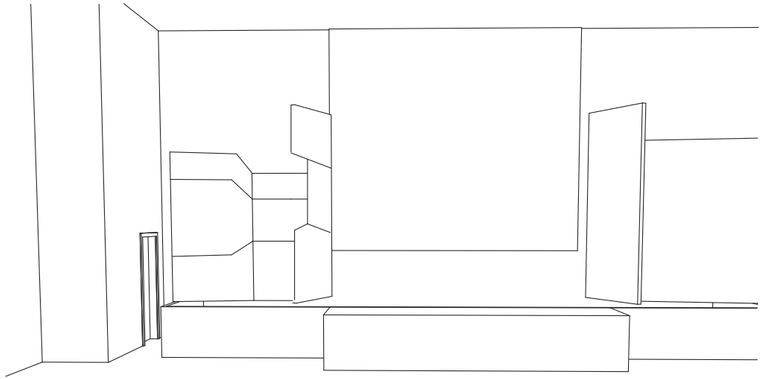


Stage 1 was the stage for competitive Starcraft II matches. The matches are played between two players. The players were placed on stage but with their vision directed away from the screen to avoid unfair advantages. The screen was highly emphasized by the cut nature of the screen and lighting.

The ray of light running across the entire set is a homogeonous band of light that ends at the screen. As the game becomes intense, the light changes color.

The result is an engaging, dynamic set for the audience and online viewers to watch the game on.

STARCRAFT II
THEATER



STAGE 1

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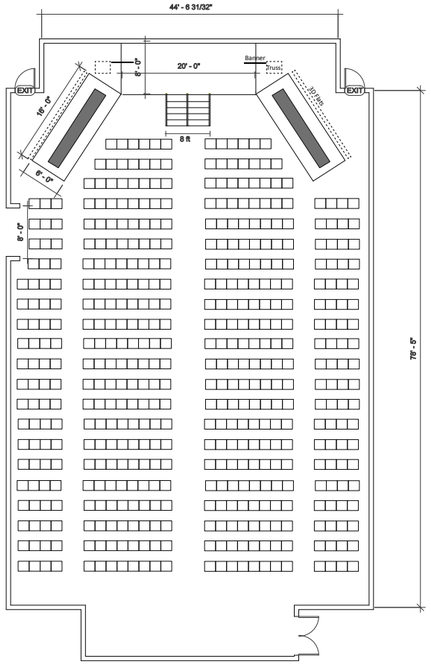
LARGE HALL - LEAGUE OF LEGENDS
SEATING ARRANGMENT - 491 SEATE



Stage 2 was for a different game and therefore required a different approach. Sicne each team has 5 players, they require more space. This time the players were given booths. The panels behind them are lit and change color according to what pace the game is moving at, and the stages are tilted inward to emphasize the screen.

STAGE 2

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