

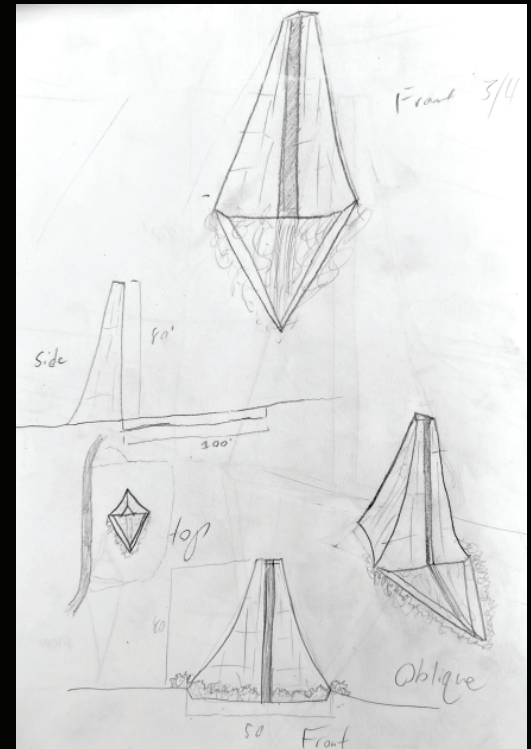
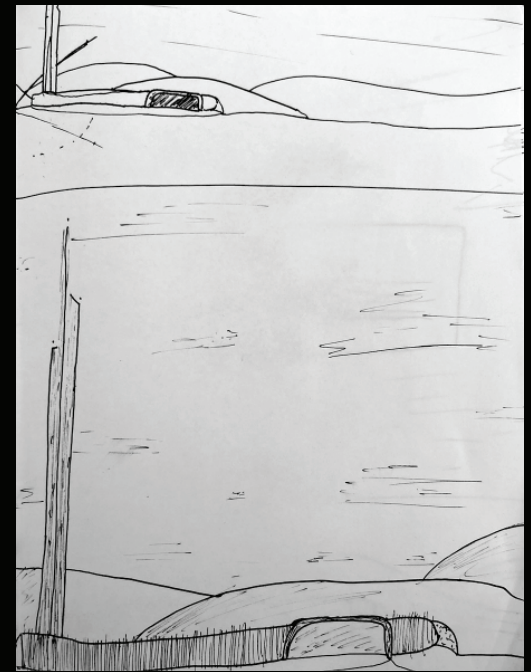


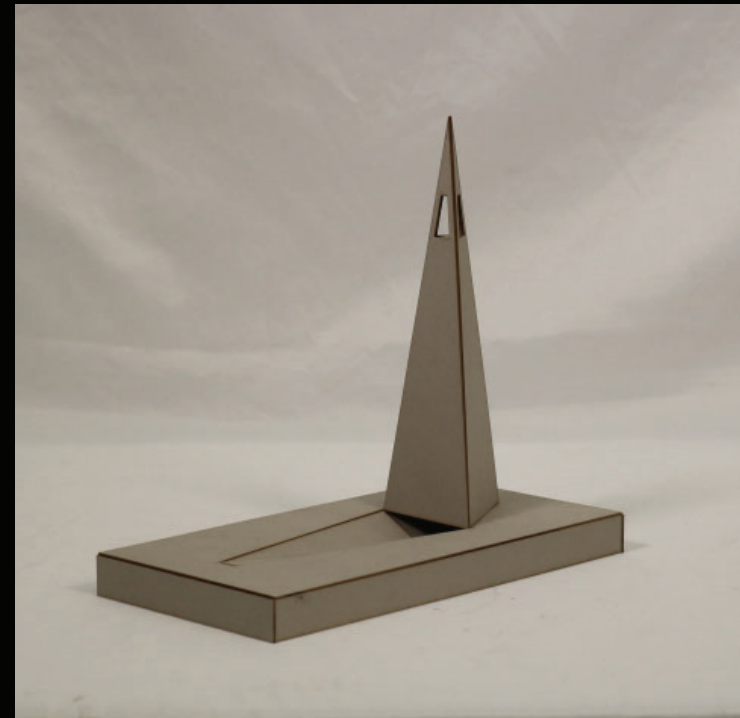
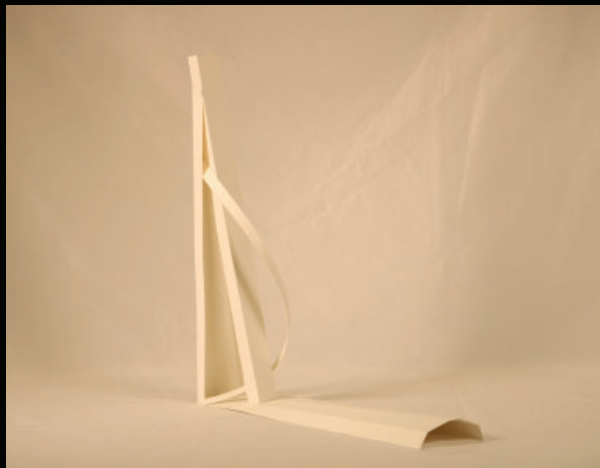
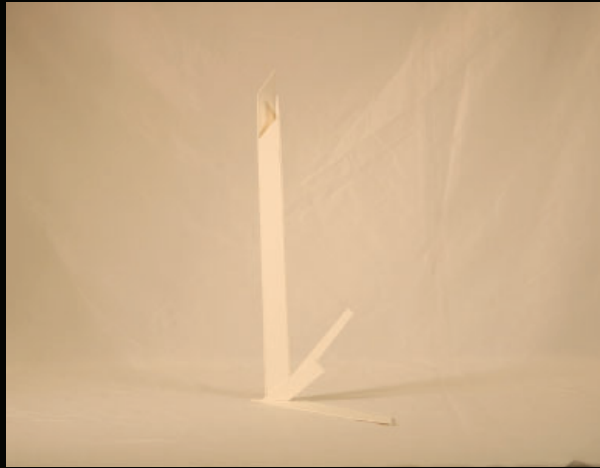
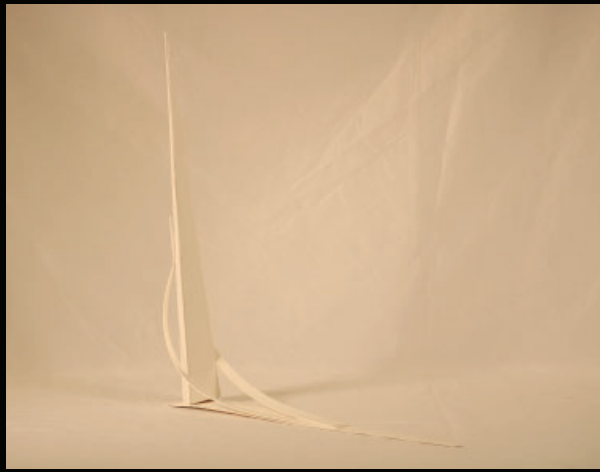
JONATHAN
KELLY

UNDERGRADUATE ARCHITECTURAL
PORTFOLIO



Using a simple model made out of found materials around the studio, I sketched out simple ideas that emphasised verticality and horizontality.





With the design principles from the simple model, I created three paper studies, then refined the elements into a lazer-cut scale model for my tower.

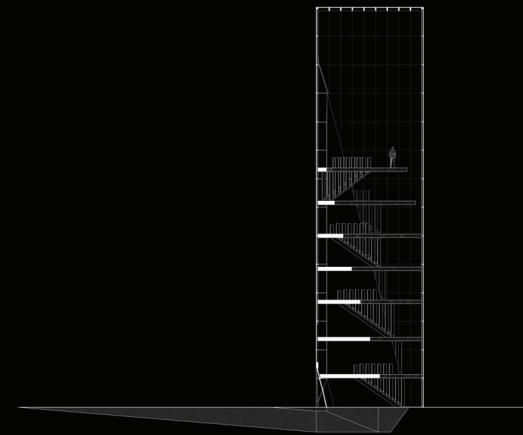


JONATHAN KELLY
ZERO DEGREE OBLIQUE PROJECTION
ARC 108



JONATHAN KELLY
FLOOR PLAN FLOORS 1,4,8
ARC 108
1'-0" = 1/8" SCALE

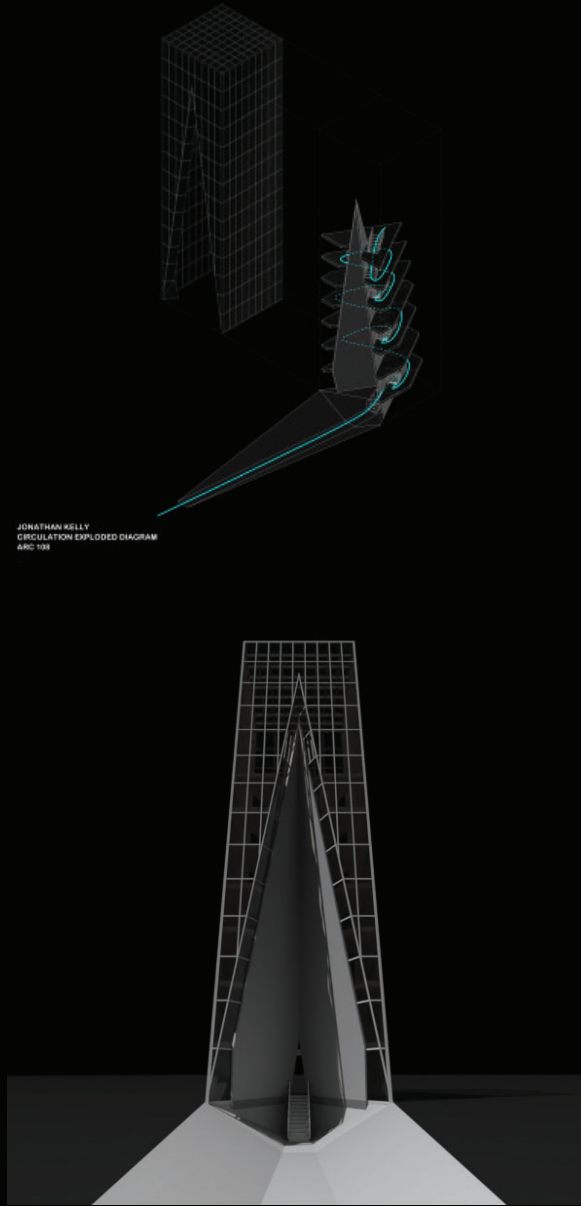
0' 5' 10' 15' 30'



JONATHAN KELLY
SECTION PLAN
ARC 108
1'-0" = 1/8" SCALE

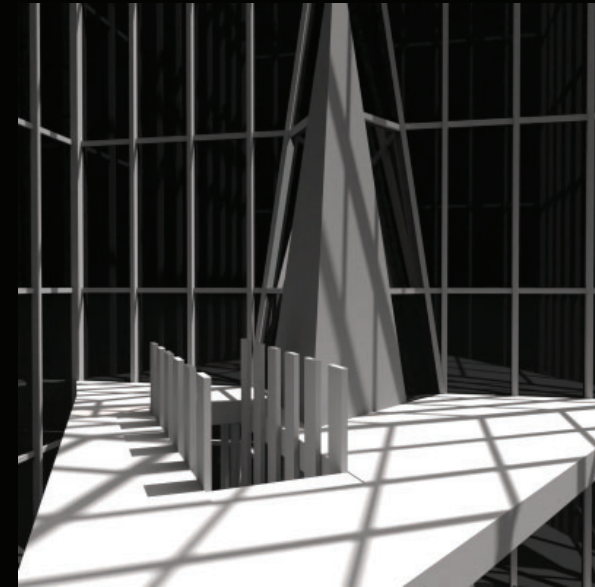
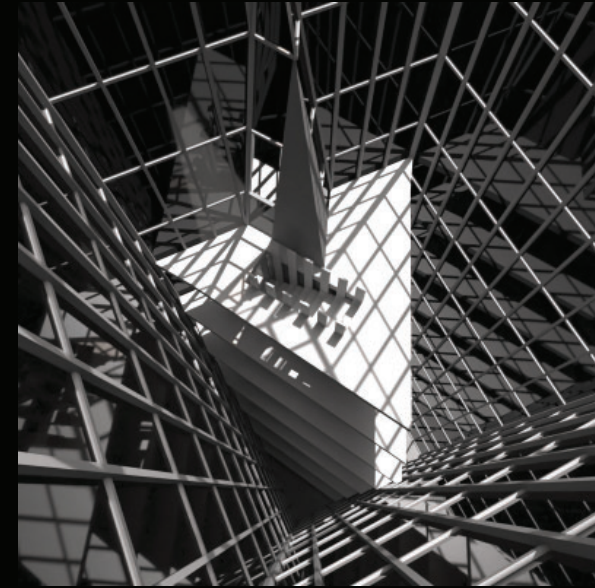
0' 5' 10' 15' 30'

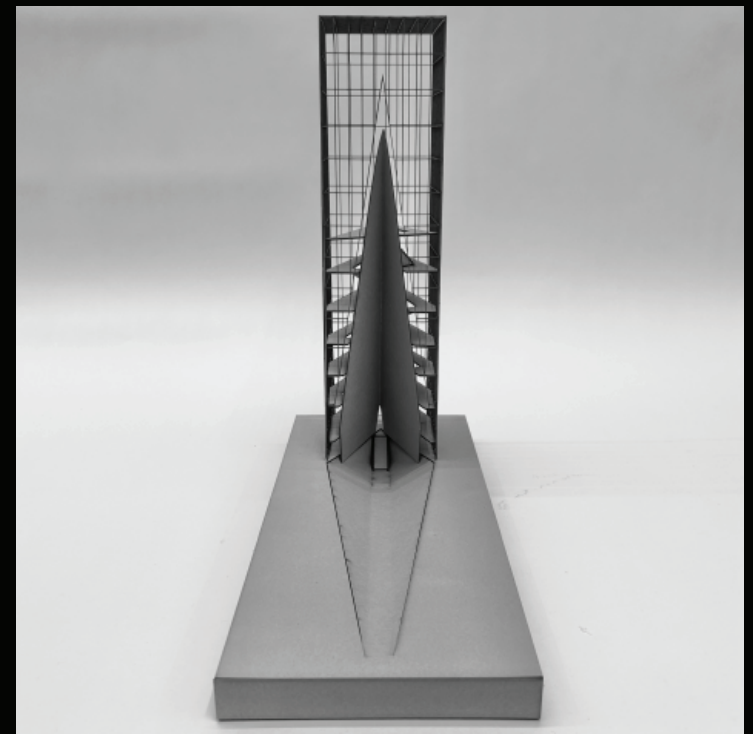
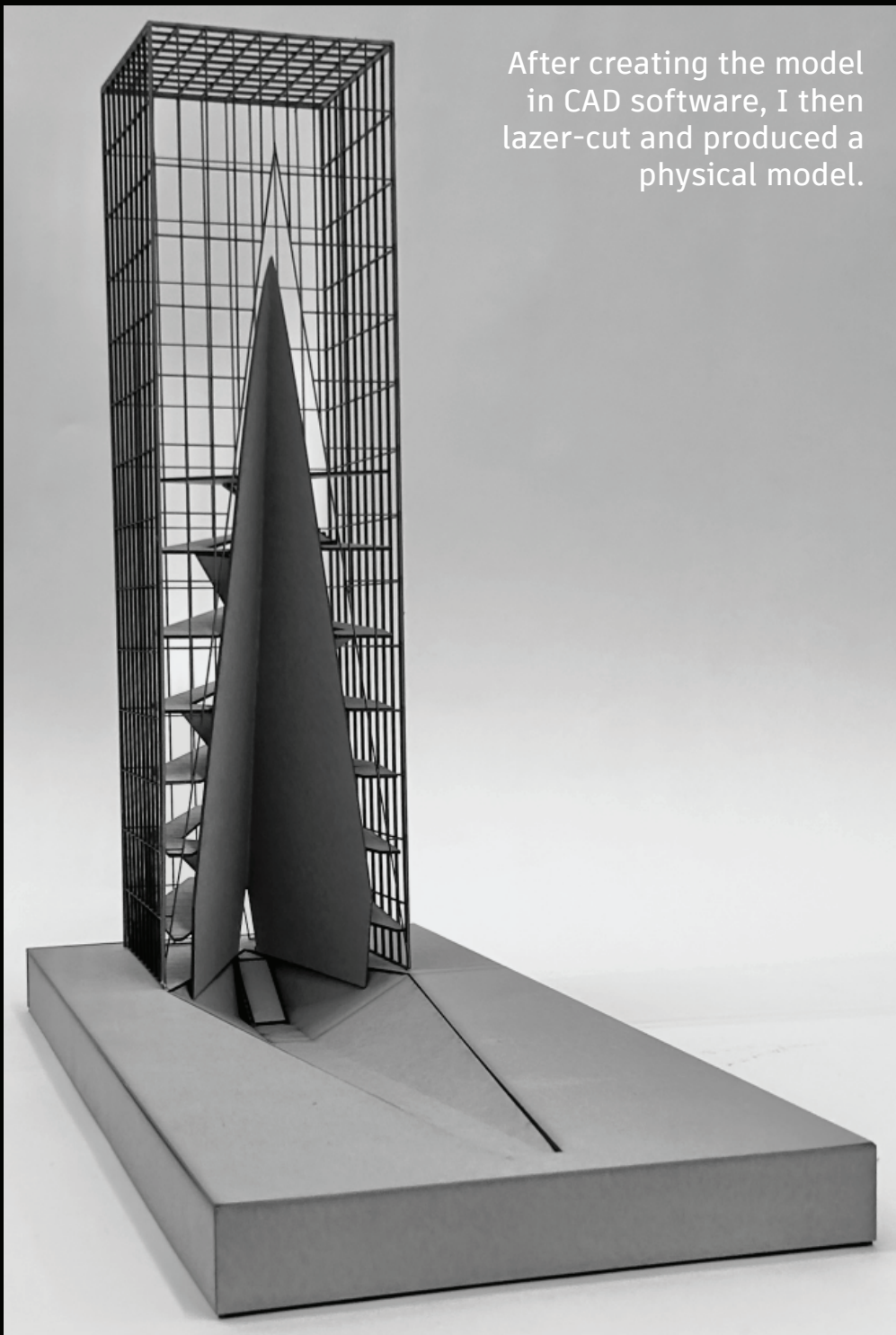
Using the lazercut model, I then refined the concepts I had digitally, created interior space, and designed the interior of the tower.



I then created a circulation diagram (top left), and rendered perspectives of my CAD model (bottom left).

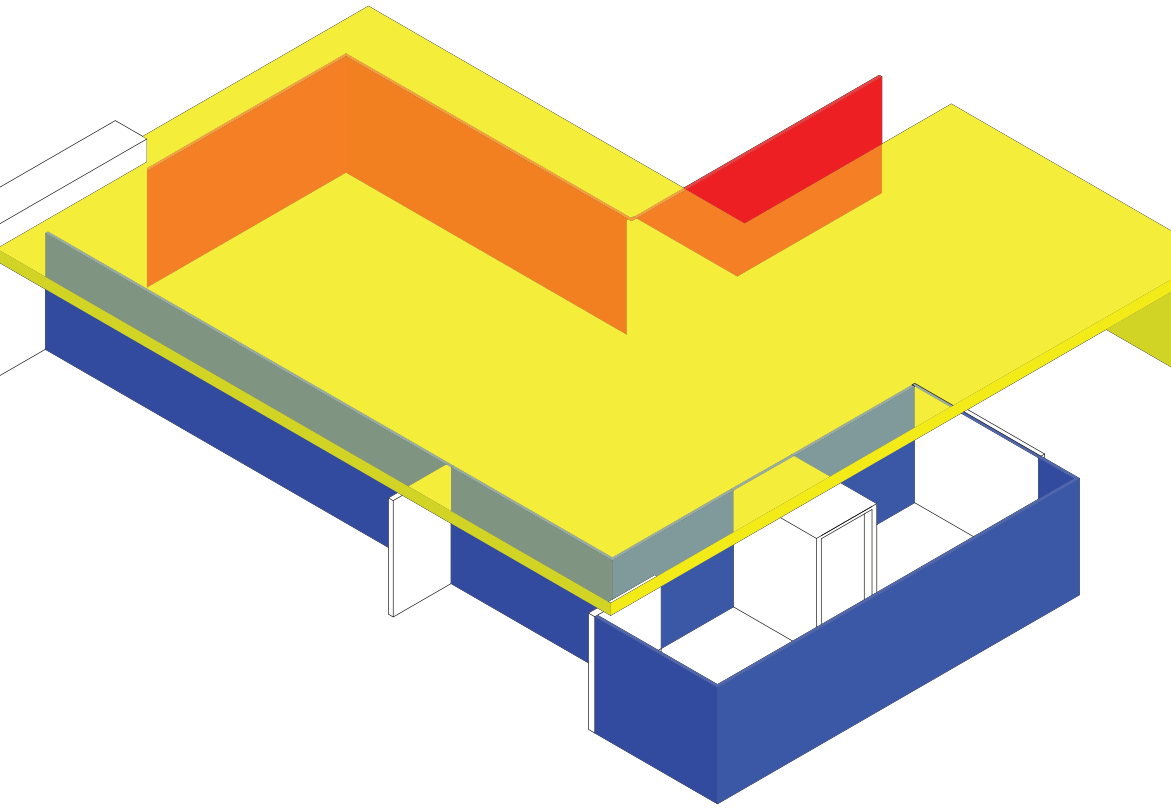
Interior view of top floor from ceiling (top right) and view as if standing on the top floor (bottom right).



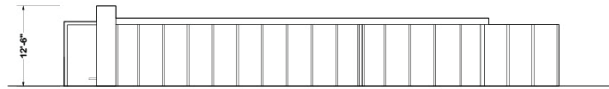




ARC 107
PROJECT 2



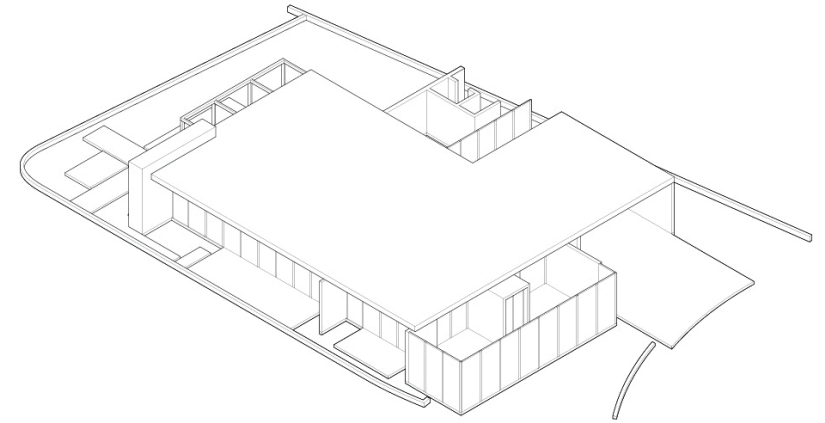
UNDERGRADUATE ARCHITECTURAL
PORTFOLIO



JONATHAN KELLY

CASE STUDY HOUSE #16 - CRAIG ELLWOOD

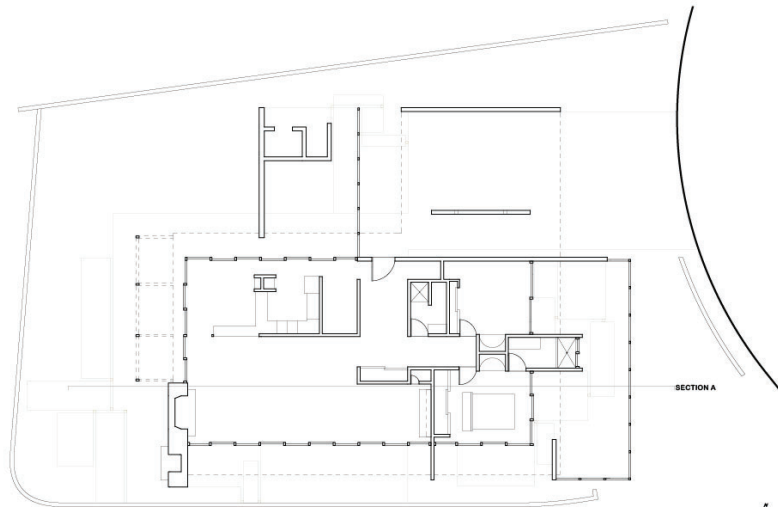
SCALE 1/4"=1'-0"



JONATHAN KELLY

CASE STUDY HOUSE #16 - CRAIG ELLWOOD

SCALE 1/4"=1'-0"



JONATHAN KELLY

CASE STUDY HOUSE #16 - CRAIG ELLWOOD

SCALE 1/4"=1'-0"

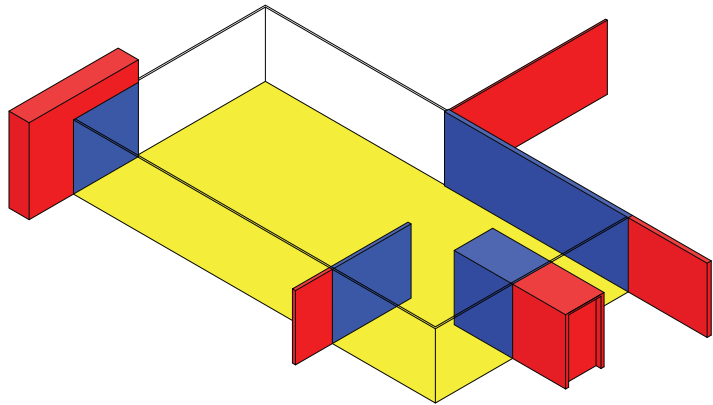


JONATHAN KELLY

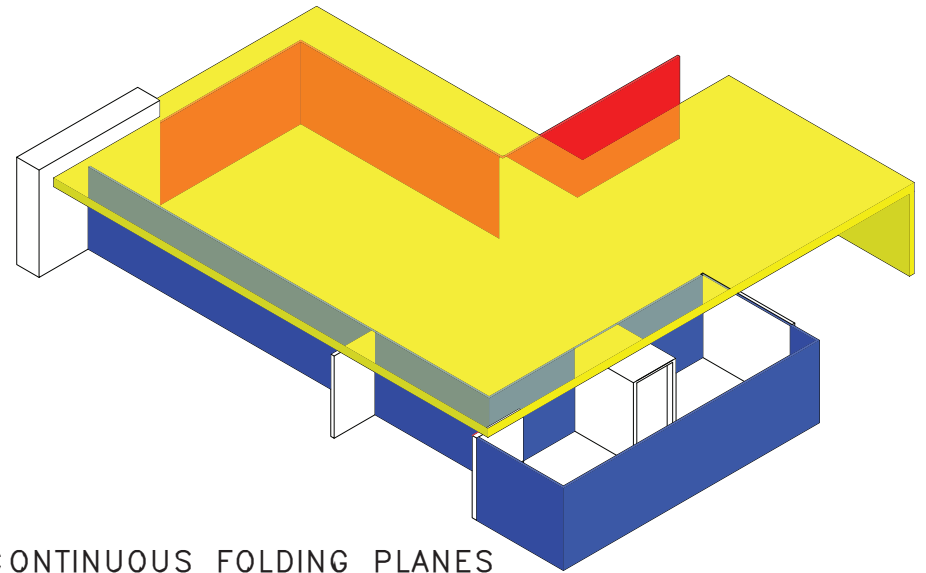
CASE STUDY HOUSE #16 - CRAIG ELLWOOD

SCALE 1/4"=1'-0"

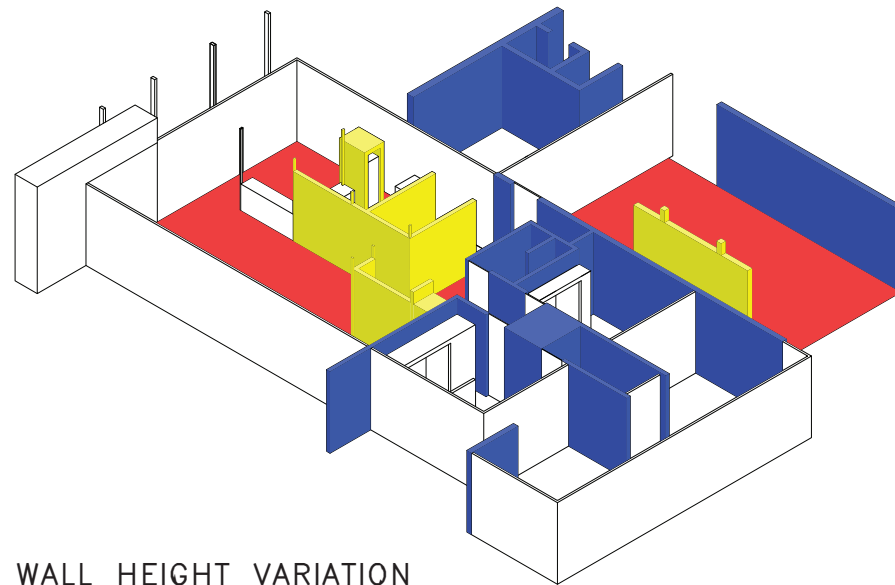
Using Case Study House #16 by Craig Ellwood, I recreated scale architectural drawings of the building in CAD software.



INTERSECTIONS OF INTERIOR
& EXTERIOR SPACE

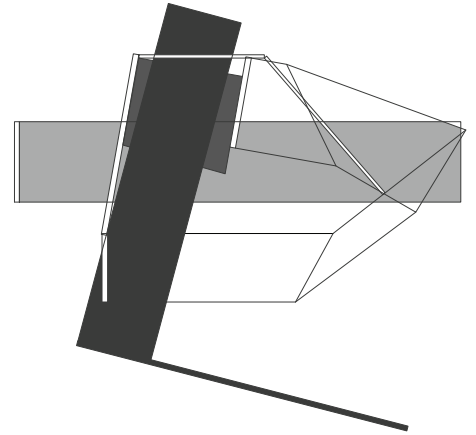
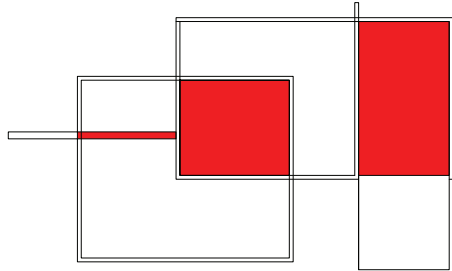
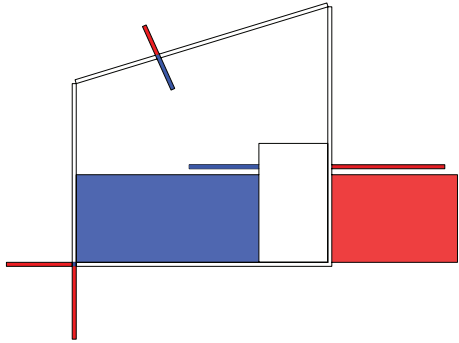
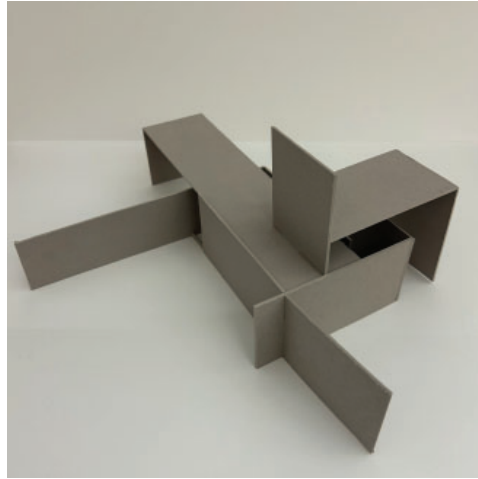
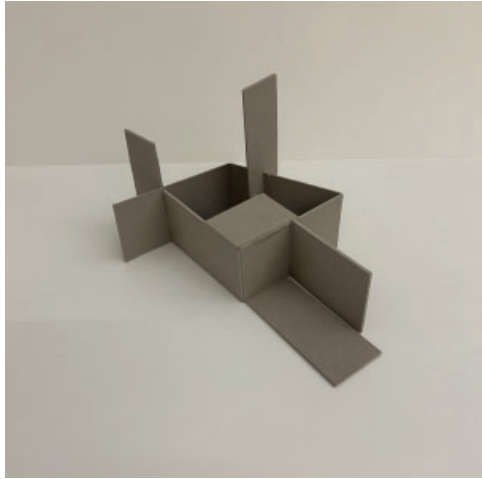


CONTINUOUS FOLDING PLANES



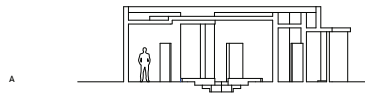
WALL HEIGHT VARIATION

I then studied the properties and the design language of the structure, finding special moments of design intent.

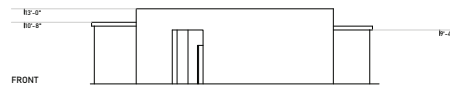


Using 3 simple models to create unique spaces, I then diagrammed the key elements and created an updated model with the languages I found the strongest.

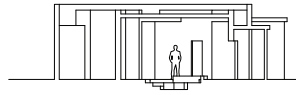




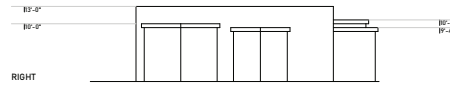
A



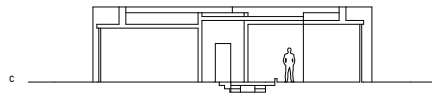
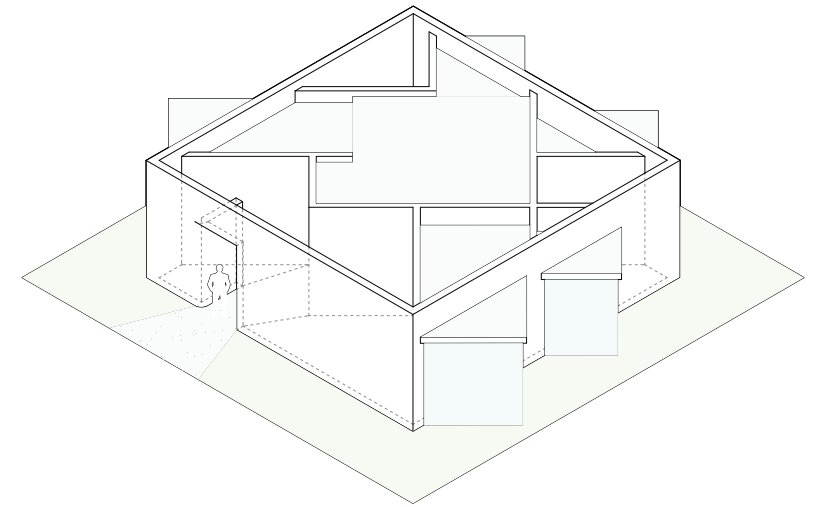
FRONT



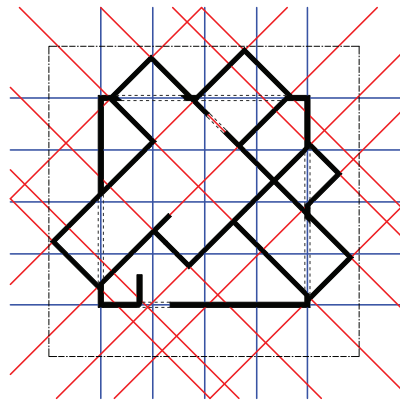
B



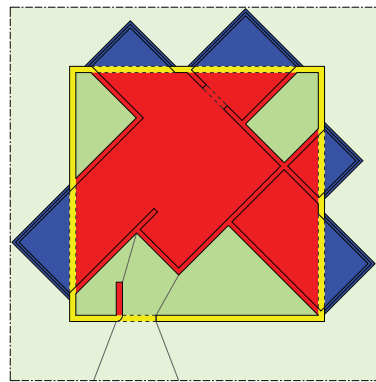
RIGHT



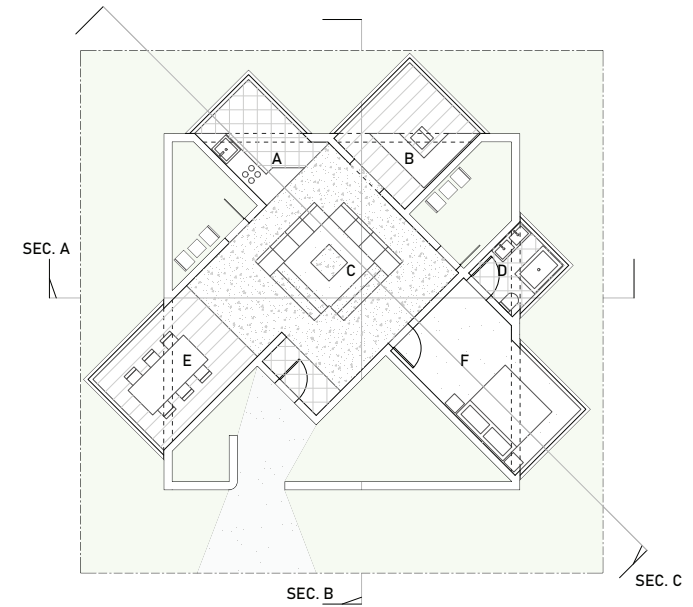
C



DUAL GRID



INTERIOR AND EXTERIOR



I then iterated digitally on my design, creating a dwelling that had transitional spaces between privacy and viewership, using a square wall to define the boundaries between the two.

PROGRAM KEY:

- A. KITCHEN
- B. OFFICE
- C. LOUNGE
- D. BATH
- E. DINING
- F. BEDROOM

I then translated the design back into physical space,
using glass to highlight the areas outside and inside the
walled areas.

