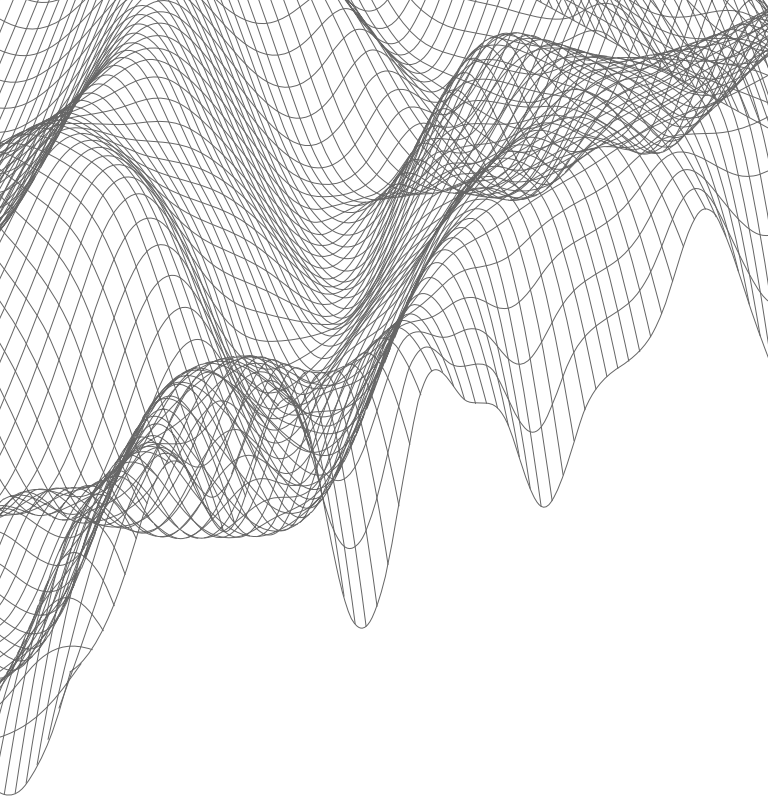


Architecture Portfolio

Austin Schlosser

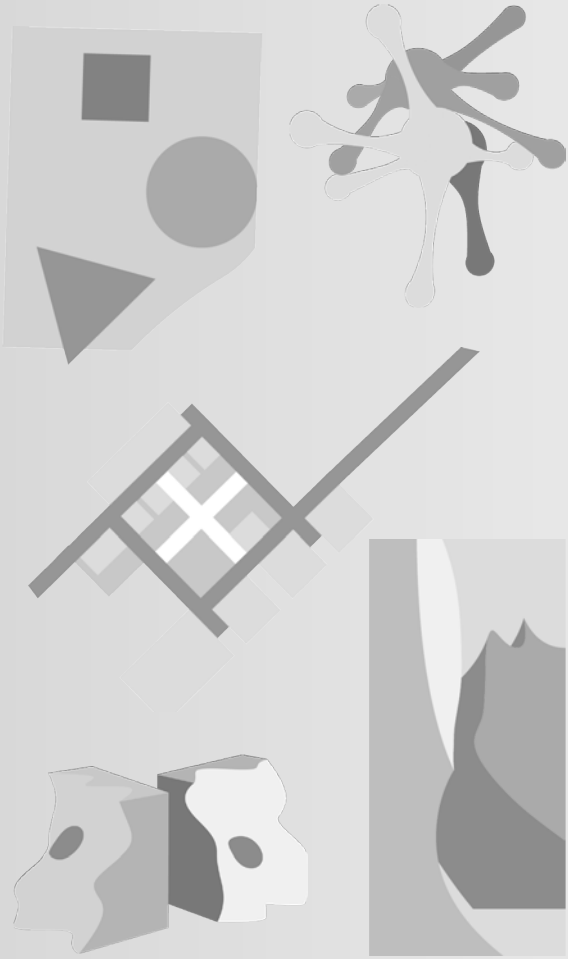


Table of Contents

Professional

Academic

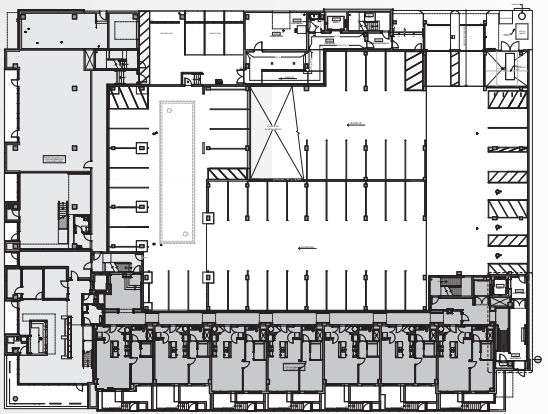
Personal

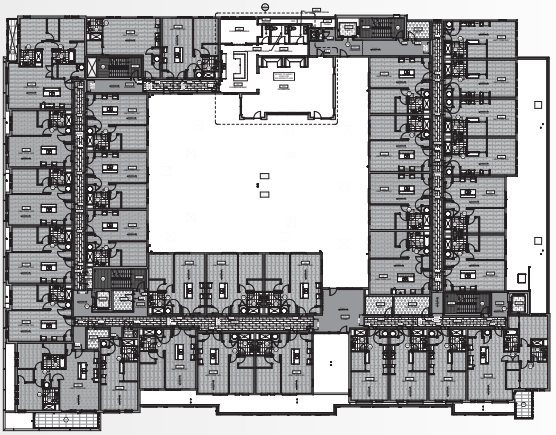
Contact information
Phone - (614)668-0426
Email - austinl.schlosser@gmail.com
Address -4263 Ewing Ct
Powell, Ohio 43065

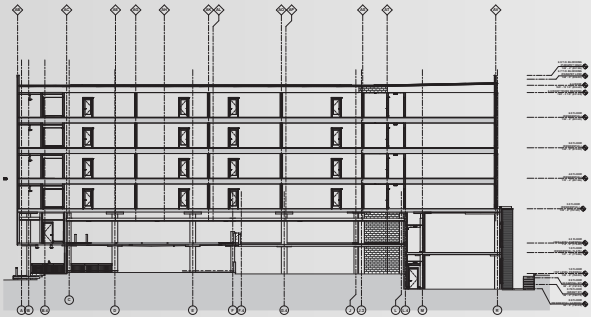
austinschlosserportfolio.neocities.org

Oak and Grant

2018-2021







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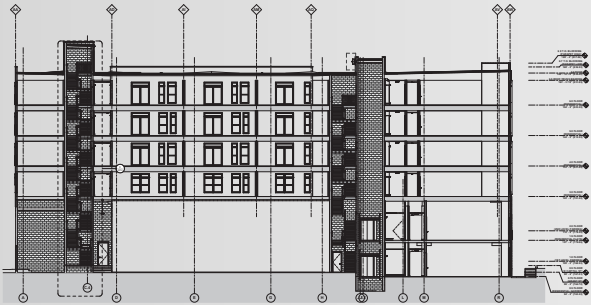

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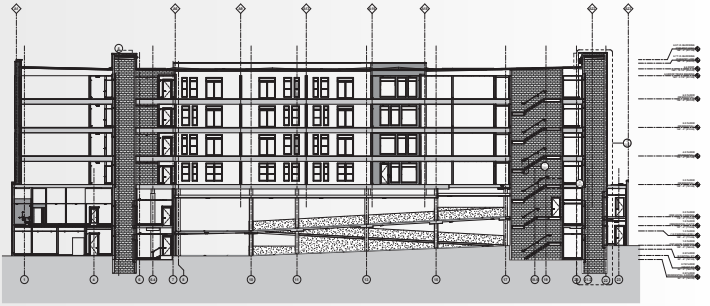

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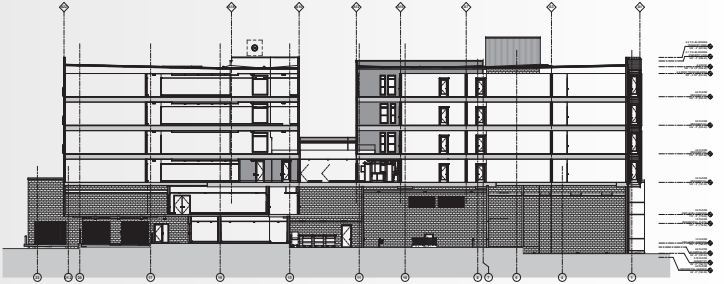

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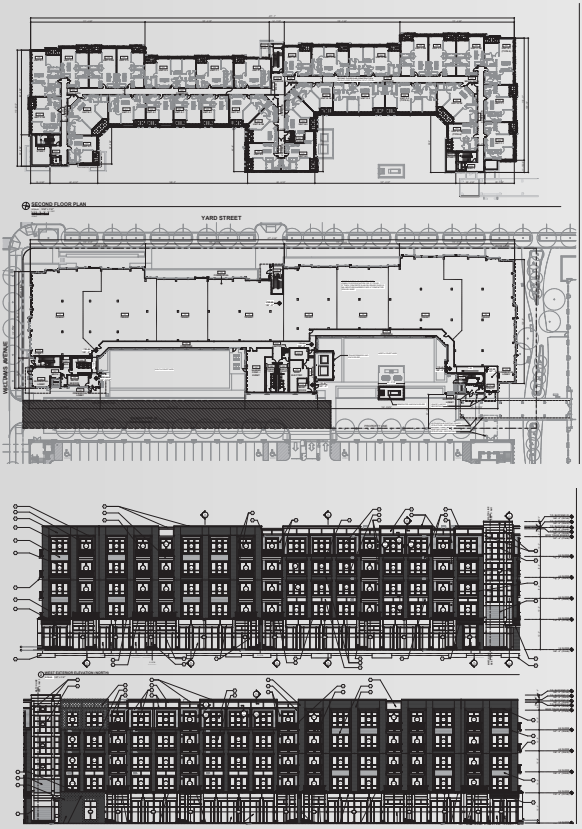
Block G

2019-2021

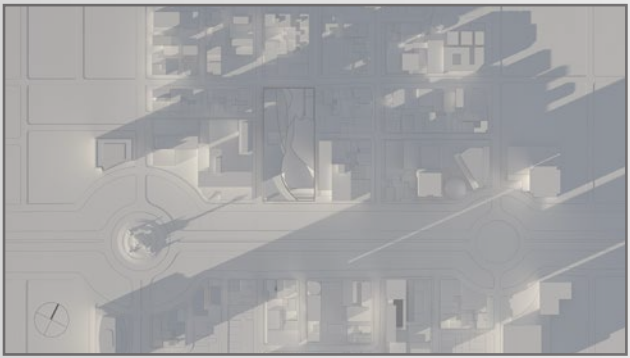


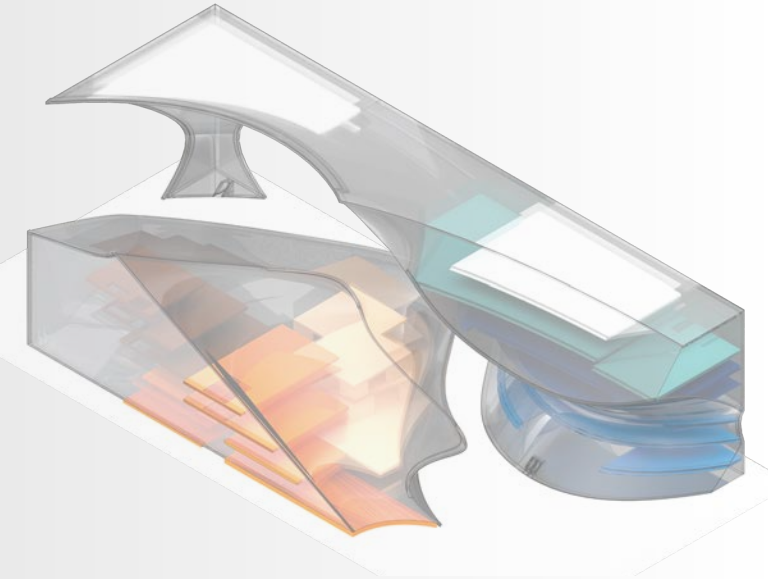
United States Embassy in Mexico City

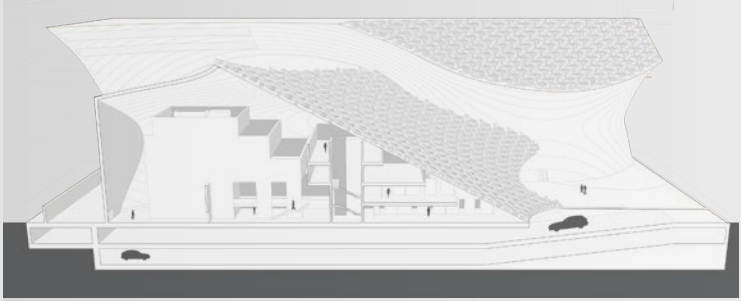
Fall 2017

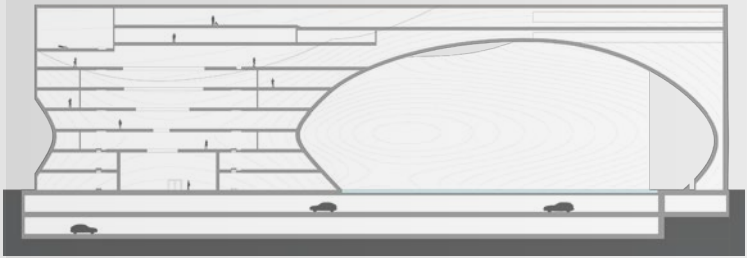
Professor : Kay Bae Jones

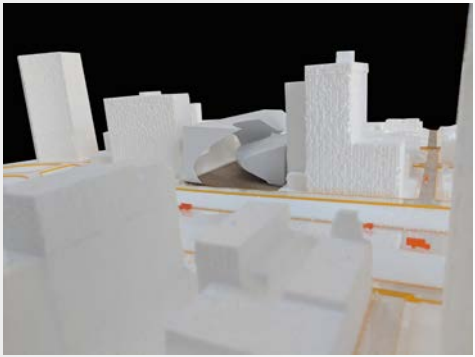
In the wake of the 2016 election and the shifting relationship between the United States government and the Mexican government, I decided to design a building that would symbolize how time erodes all barriers. Turning to nature as a precedent, when water flows into a barrier, with enough force and time, barriers give way to create a path. I created a parametric script that simulates the erosion process on land. This ended up creating two separate parts of the campus. One prioritizing private program and one prioritizing public program, but would act as a single campus. The space between these two structures, what was simulating water, becomes circulation and congregational space for anyone going to the embassy, simulating the erosion of barriers through human interaction.







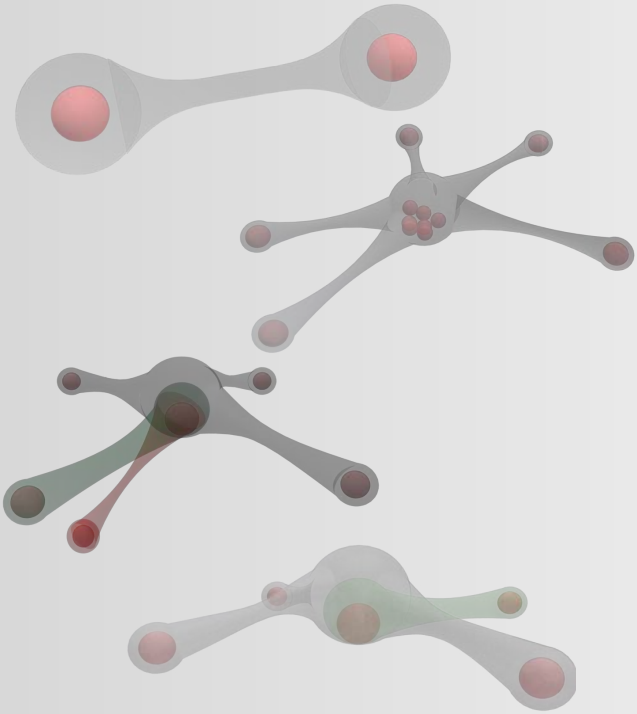




Digital Bubble - Museum of the Internet

Spring 2018

Professor : Galo Canizares



With the prompt of creating a digital experience to explain a part of the internet for the "Museum of the Internet", my team focused on the experiences of first generation social media. We started by creating "digital bubbles", a physical representation of the different types of interactions that took place on first generational social media. We also created a web app from the ground up using HTML, CSS, and Javascript that would act as a simulation of these different types of social media. This app evolved into a "dummy" social media to be a part of the "Museum of the Internet" to document the first generation of social media.

DigitalBubble.neocities.org

Subject

The blank social media experience explores the user relationship on the internet. Three relationships were define; celebrity, stalker, and mutaul with a stalker. The user interacts with others in many different ways and can assume any of the previously listed roles. The ways in which these interactions happen has been abstracted and illustrated as digital bubbles interacting. These relationships are the digital form of the basic human experienc. Relationships between people help to inform the design of both the digital and physical world. In the digital world distance is relative to the relationship versus physically you must be close to interact properly.

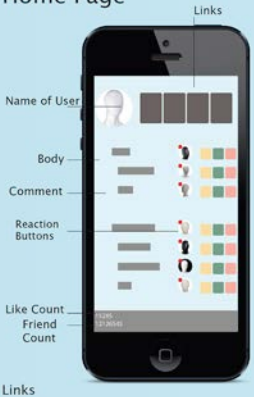
Celebrity with stalker
The celebrity is the center bubble that has follower and stalker bubbles attached to it. These attachments represent the users interacting with the main bubble. The stalker is the red bubble attatched.

Group
Many users are collaborating within the main bubble space and other users are joining the group shown by their connections.

Mutual
Two bubbles interact exclusively.

Celebrity
Once again many other bubbles are interacting with one main bubble.

Home Page

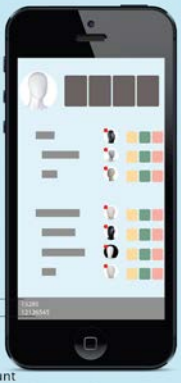


Links

These links take you to different pages on the site, Home, the Forum, the chatRooms.

1

Friends



Friend Count

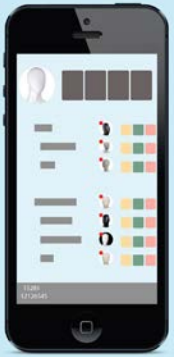
This number is a depiction of how popular you are. The larger the number, the more likely you are to become a celebrity.

Like Count

This is an accumulating number to how many people have seen your post and appreciated it enough to show their support.

2

Reaction Buttons



Reaction Buttons

Buttons that have a consequence unknown to the user

- Like
  - Adds likes to the user's collective likes
- Dislike
  - Slows down the amount of likes that the user receives
- Add/Remove Friend
  - Adds or subtracts one from the "Friend Count"

3

Chat

One on one

Chat one on one with another user and use reaction buttons to share how you feel.

Group

Chat with a group of other users and use reaction buttons to share how you feel about other peoples statements.

6

Location

Location

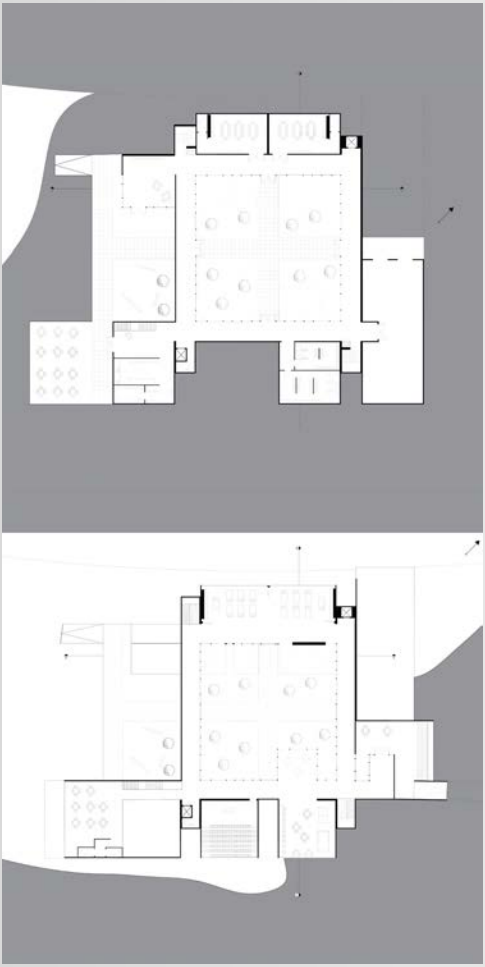
After clicking on location, a map will be brought up to provide your current location in the real world and online.

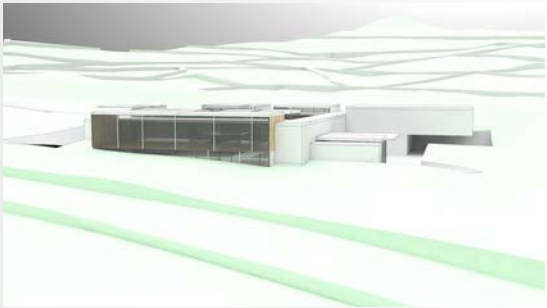
Culinary Arts School in Barcelona Spain

Spring 2017

Professor : Jonathan Barnes

One of the features that defines the city of Barcelona is the Eixample, the grid patterned streets that makes up a large portion of the city. One of the features of this street pattern and the buildings that fill in, is the mix of buildings and spaces that end up amalgamating into the larger buildings that make up the Eixample. These amalgamations create a void in the center of the buildings that end up acting as a private courtyard for residents and businesses . I took these features of the Eixample and implemented them into the design of the building. The circulation space of the building echoing the street, the different sized private rooms echoing the mix of buildings, and those working together to create a courtyard for the students of the school.



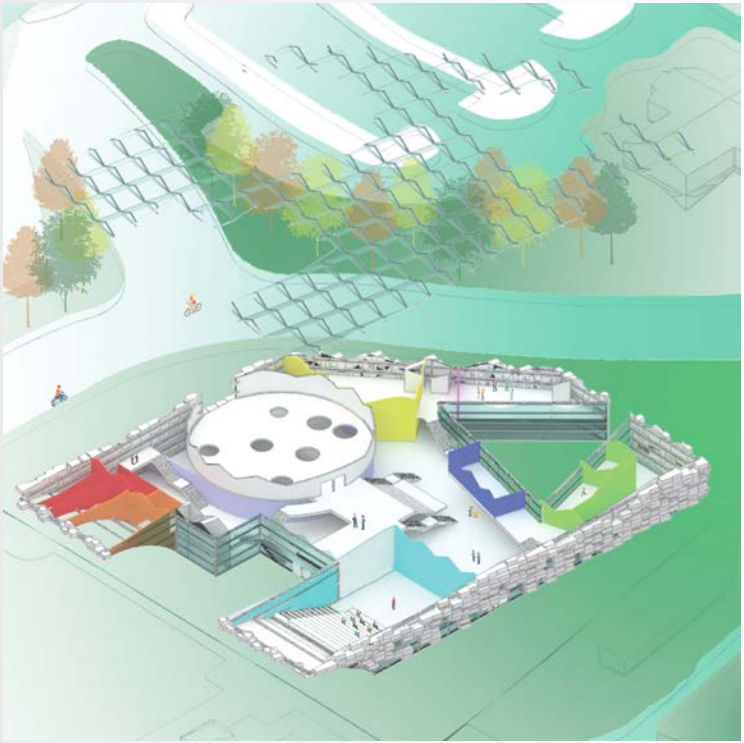


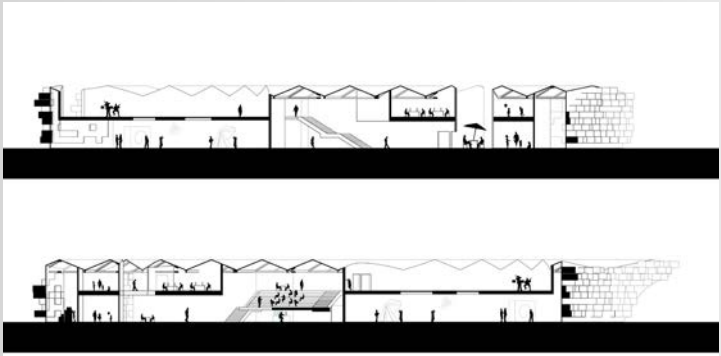
Holmes County Recreation Center

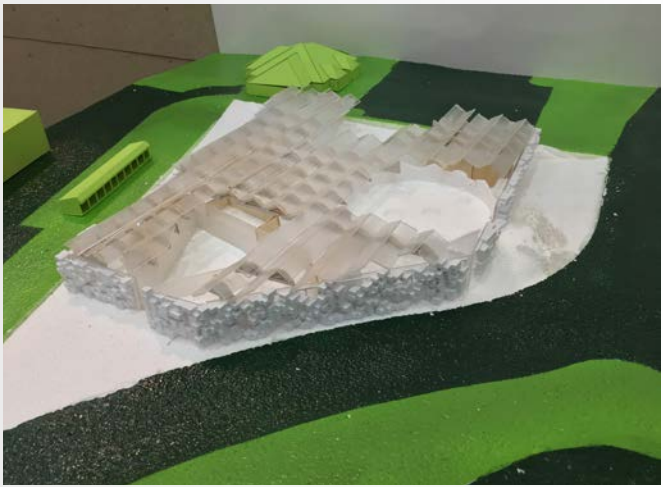
Fall 2017

Professor : Galo Canizares

The redesign of the Recreation Center of Holmes County focuses on being a place that brings the community closer together. The form of the exterior of the building mimics the streets surrounding the building, which is then broken up by three basic geometric shapes that create voids within the project. These shapes designate different pieces of the program. The circle acting as an exterior congregational space on the second floor, while housing a museum space on the first floor. The triangle void acting as a private exterior space that can be used for a children's playground. And the cylinder taken out acts as a framework for the seating of the theatre. The facade of the project is made up of stones placed strategically to allow light into the building during the day, while also acting as a barrier to create the private program that makes up the exterior of the building.







Bookends and other Parametric Pieces

Fall 2017

Troy Malstrom

Experimenting with production methods of making a digital object into a physical object, and then mass producing that object. I started off by creating a parametric script that divide a box into two pieces that look very different from one another, but can be placed back together to create a box. I then 3D printed the digital objects, as prototypes, until I found the right design and size. I then made a silicon rubber mold of the 3D printed objects that I can use multiple times to pour concrete into to create the finished product. I then used the same method to create two other objects, a cone (ring holder) and a sphere (bowl).


DRAWING
jennifer egan

Parametric Chair

Spring 2018

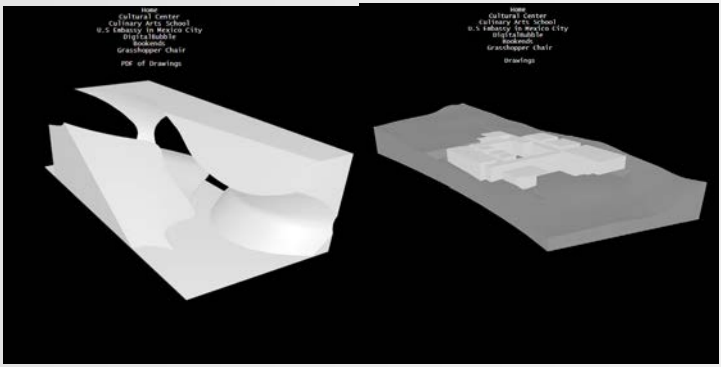
Troy Malstrom

I wanted to create a chair that could be "tailor made" to any person utilizing CNC production and paramedics. I started by creating a parametric script that adjusts the dimensions of a chair based on the user's measurements from heel to knee, knee to hip, hip to mid-back, as well as the hip width. The output of this script is a CNC file that mills out 10 pieces to construct the chair. To push the project even further, I added a piece to the script that allows for the use of the Xbox Kinect's ability to identify different points of the body, and give the proper measurements. When using the Xbox Kinect, a chair can be made within 60 minutes including mill time, and assembly time.

Video showing the grasshopper script and use of Kinect

https://austinschlosserportfolio.neocities.org/

Spring 2018



Contact information

Phone - (614)668-0426

Email - austinl.schlosser@gmail.com

Address -4263 Ewing Ct

Powell, Ohio 43065