## **PORTFOLIO**

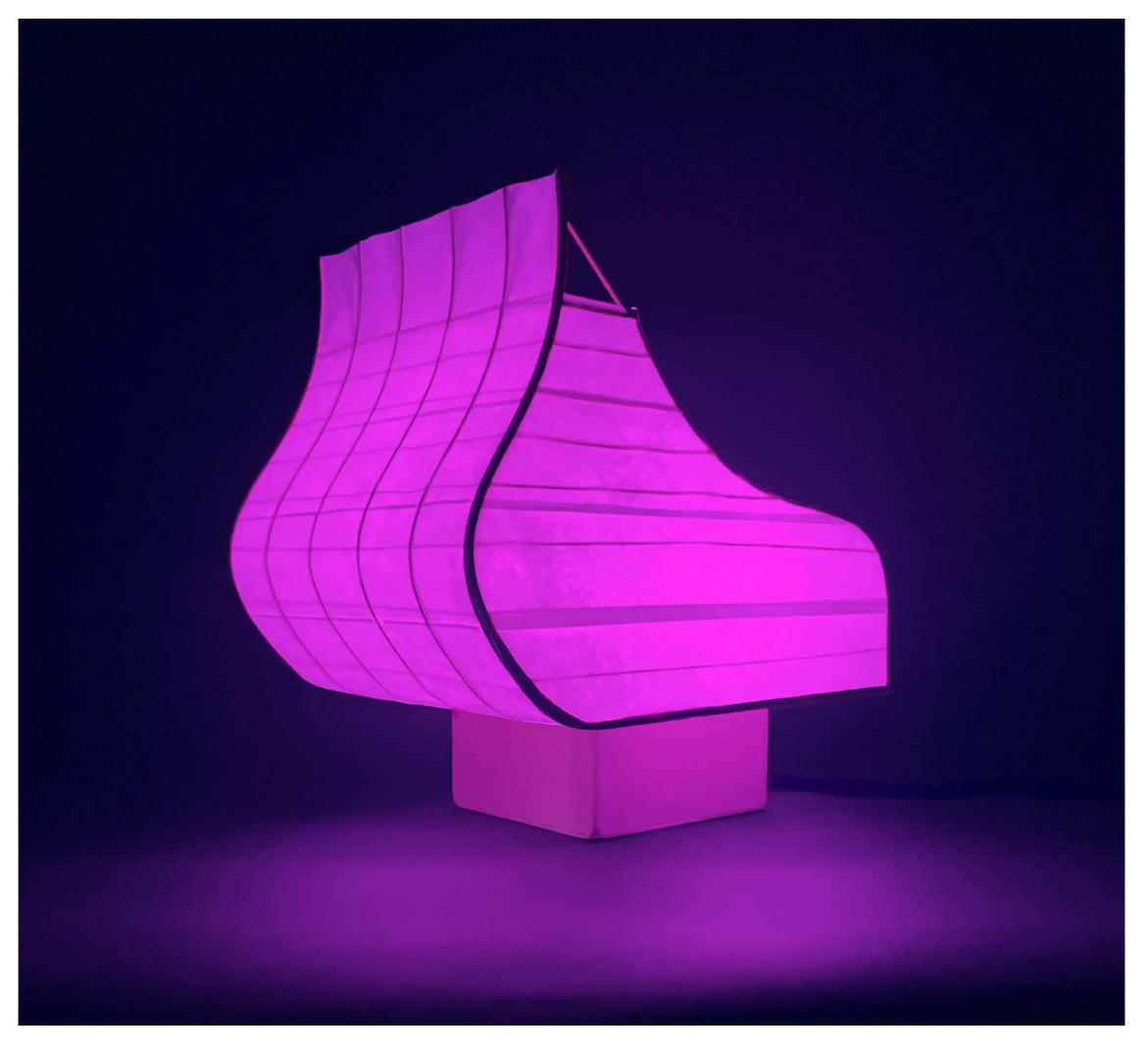
No.	1	TRIBECA SYNAGOGUE
No.	2	THE STOP
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No.	3	CLUB MOGADOR
No.	4	ELEMENT
No.	5	MONTAUK ARTS CENTER
No.	6	PLEASURE
No.	7	MEMODIAL EOD SLIDVIVAL
NO.		MEMORIAL FOR SURVIVAL

## Tribeca Synagogue

Representation Excercise

The Tribeca Synagogue was designed by architect William N. Breger and was completed in 1969. This space is still frequented by Tribeca's artsy crowd, breaking the monotony of White Street's loft, visually communicating its sacred nature. This synagogue is represented as a lamp in order to amplify the space's glowing power, and show how this space acts as a source of light, hope, and warmth for many people.





# The Stop Vacant Storefront Intervention Core I

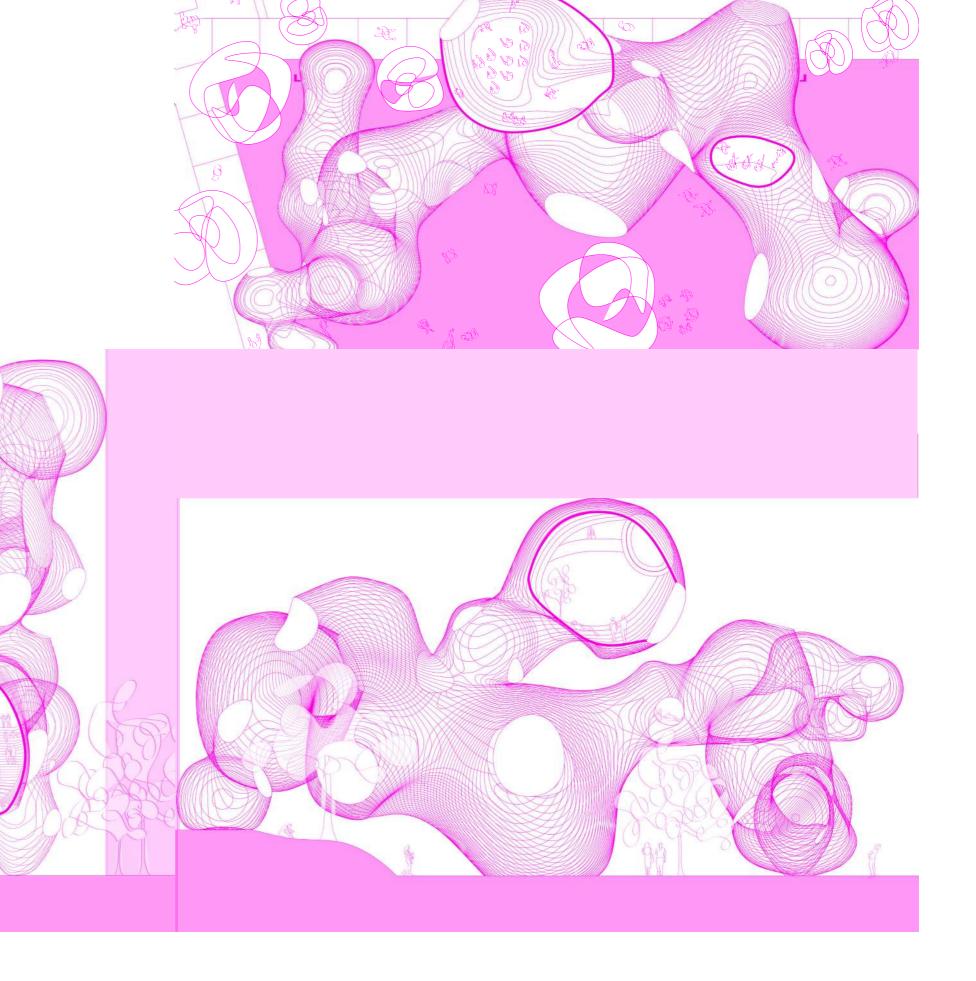


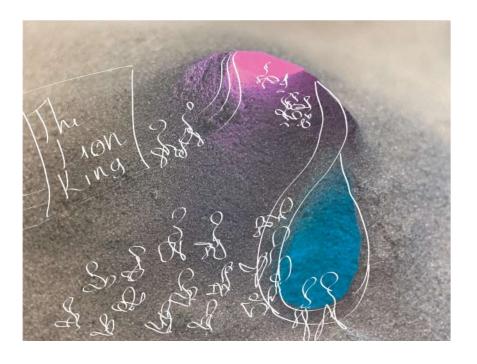
Manhattan's grid is iconic. Few are aware that this grid was implemented by a planning team in 1811 to facilitate the sale of land. The Stop is a system of public pods that occupy vacant storefronts and plots of land, providing a network of escapes filled with foliage, relief, and community. These activated places turn unused space into desirable public hubs which engage both indoor and outdoor spaces and inspire a diverse range of activities and ambiance.

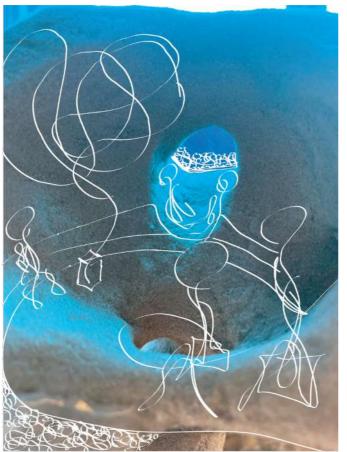
The organic form of these Stops works to combat the linearity of our built environment and Manhattan's grid, inviting people to engage with one another in a more corporeal and natural kind of space. These pods allow visitors to wander aimlessly and escape the speed of our non-stop city. The Stop provides a space for a long breath, quick lunch, a spontaneous dance class, or even a movie screening. Although these engagements may seem like luxuries, they are, in fact, essential to maintain a happy and motivated lifestyle and must be accessible to all. New Yorkers know that space to exist and escape is essential and precious and will eagerly engage once welcomed in.

Ultimately, the Stop raptures the linearity of Manhattan's grid and our capitalist society by publicizing privately owned space and providing a sense of community, escape, liberation, agency, and wonder.





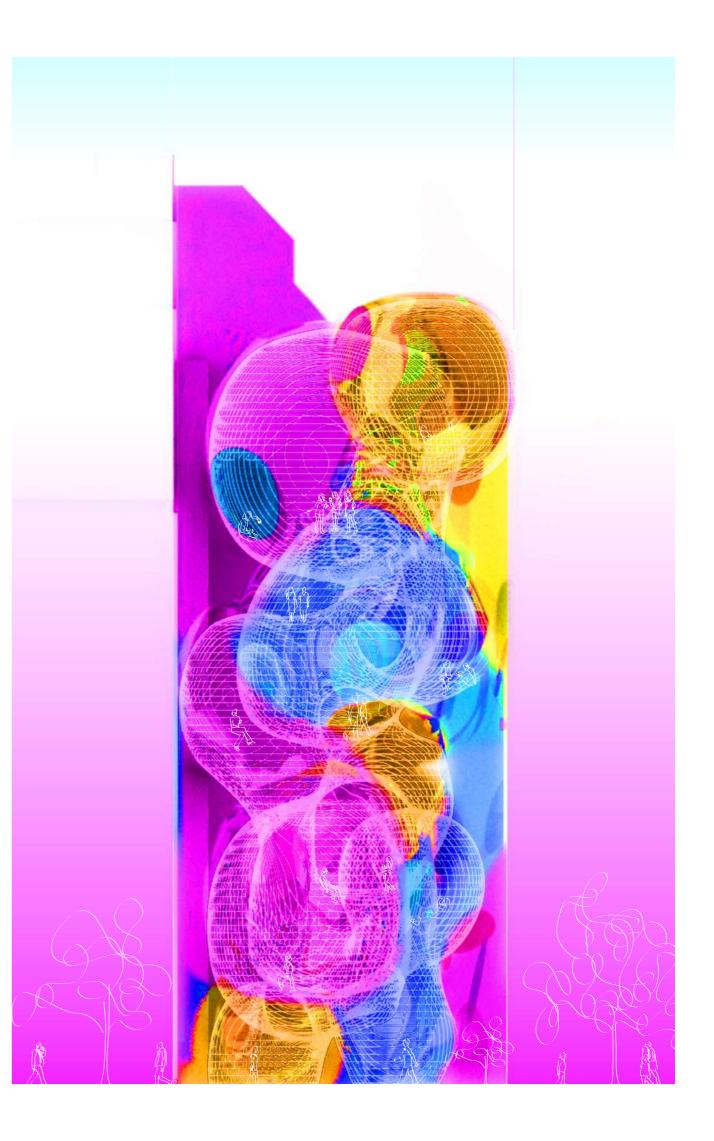








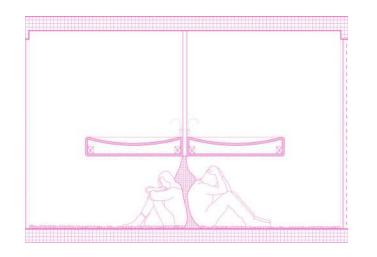


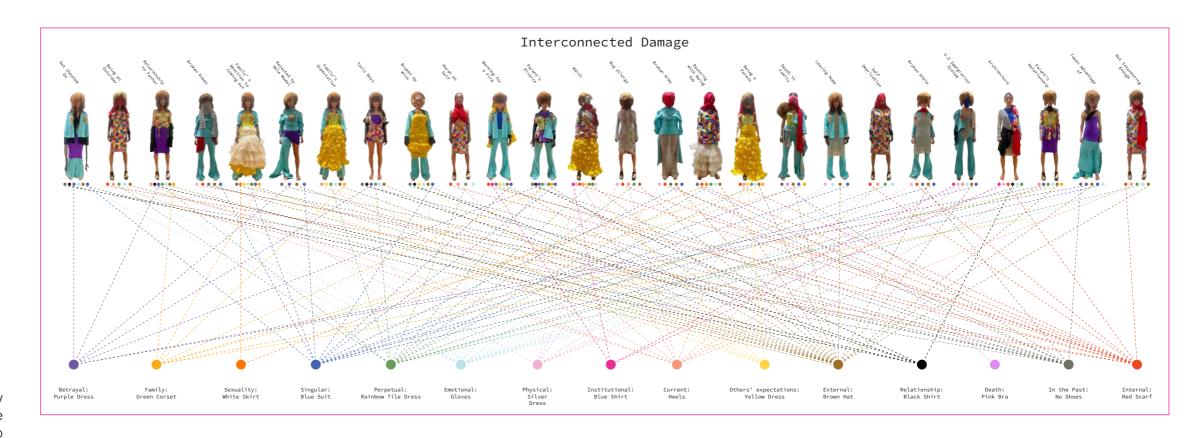


### CLUB MOGADOR

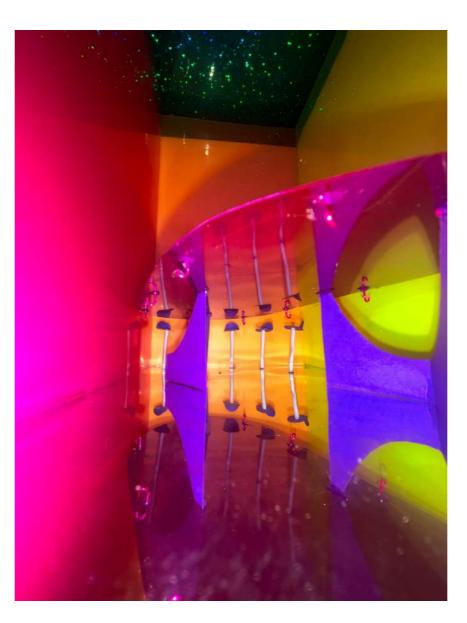
Nightclub & Dining Experience Core II

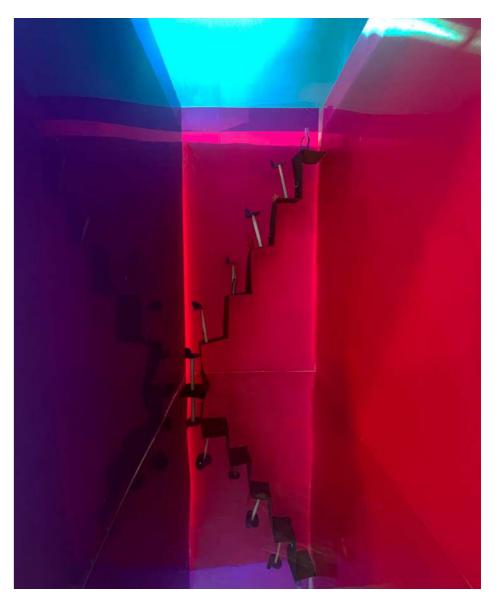
Although individuals are damaged by their own unique experiences, our damage is interconnected, and has the potential to create solidarities between different people. Upon anonymously itnerviewing 26 individuals, it became apparent that damage is relational and human, and requires certain kind of spaces in order to heal. Usually people either cope in solitude or company, alone at a bar or at a dinner table with friends. Club Mogador offers a third kind of space for damage to live. Club Mogador is a space which invites damaged individuals to arrive alone, and interact with others offerring a therapudic sense of relief, reframing social interaction, and eliminating the stigma around solitude and emotional hardships.









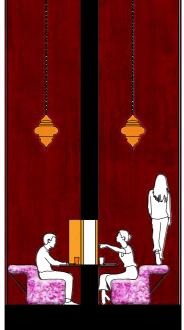








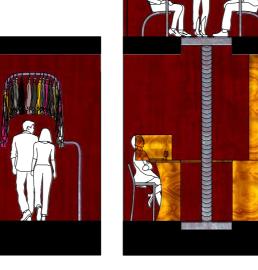
BEDROOM

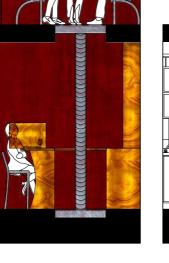




THE BAR

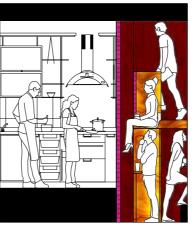
FORBIDDEN-FRUIT-EFFECT:
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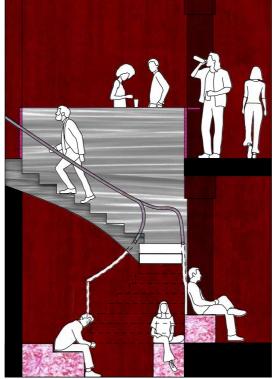
MEETING ROOM







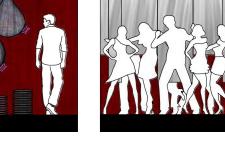






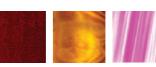












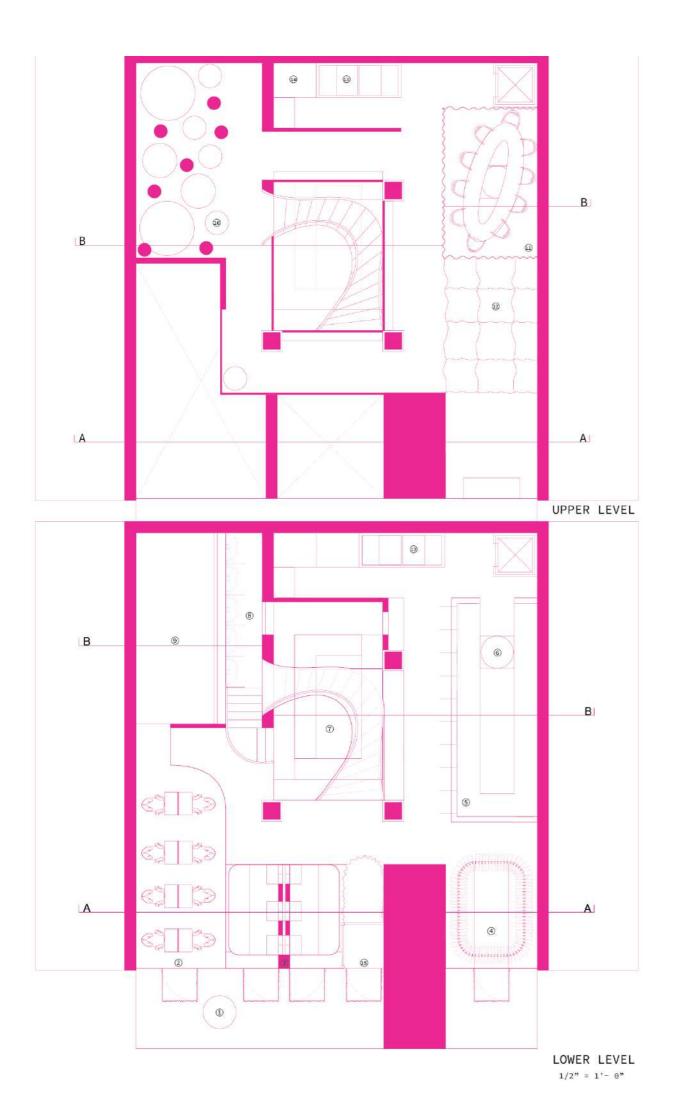






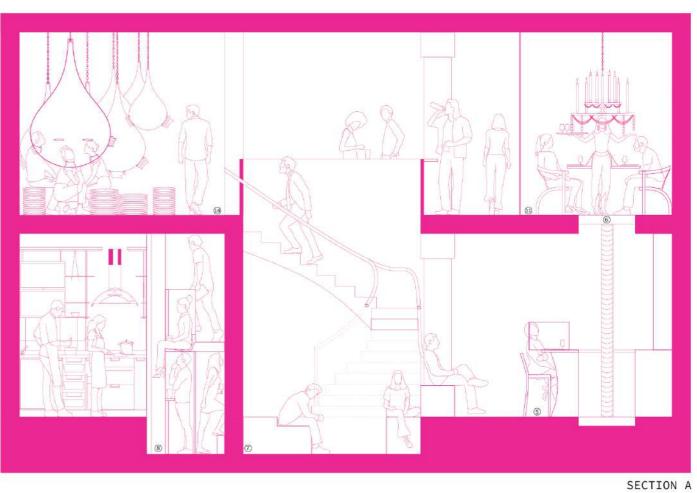






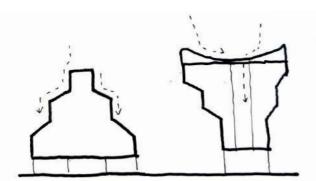


SECTION B



SECTION A 1/2" = 1'- 0"

## **Element**Housing Complex Core III



Team: Dana Mor + Benjamin Vassar

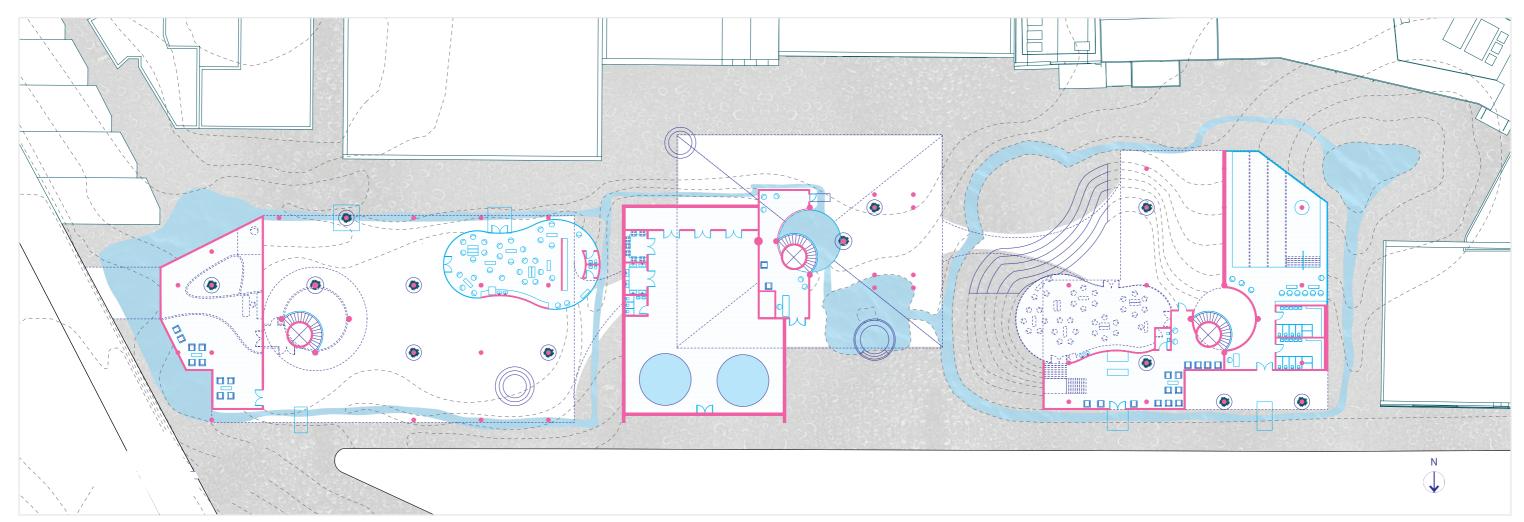
Element aims to recalibrate residents' relationship with nature and each other, giving the built environment a new set of rules and values. Element is designed for extreme elemental conditions, such as flooding, rising temperatures, and global pandemics, hoping that if we design for extreme conditions, general neutral conditions will be sound. To provide safety and wellness for residents, as well as connect them to the elements, Element practices water collection, farming, cross ventilation, and prioritizes mental health and wellness through its design which does not rely on mechanical systems. The typography of the landscape is designed to direct water into channels, allowing for accessible collection and simultaneously restoring NYC's extinct wetlands. The buildings' angling allowed rainwater to trickle off the building and into channels, which also purify the air on this site and induce a sense of auditory relaxation. Also, the water on the reconnects water to people and enhances their relationship with natural forces. The abundance of water collected on the site allows for two swimming pools, farming programs, and a serene landscape. The open core provides a dynamic space and sense of community, fostering close ties between neighbors and engaging with external weather conditions constantly, hopefully magnifying their care for our city and their connection to elemental needs. Lastly, the three buildings provide a diverse range of unit types ranging from 1-3 bedrooms, catering to Harlem's diverse demographic and encouraging an intergenerational community.

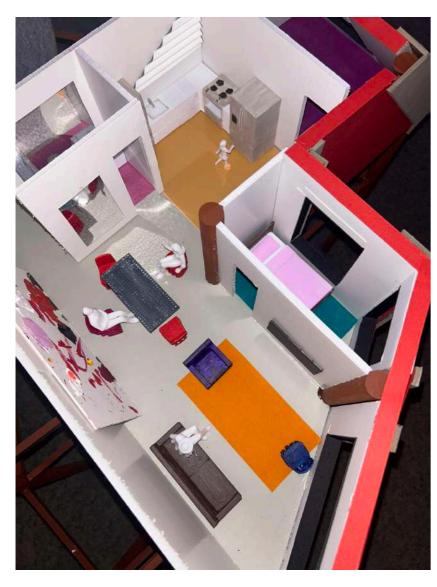






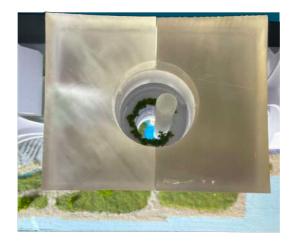




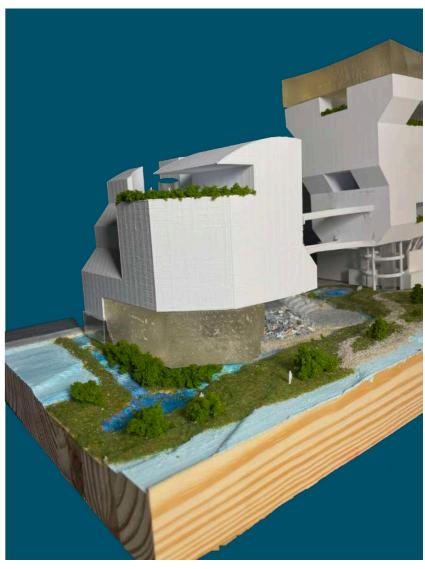












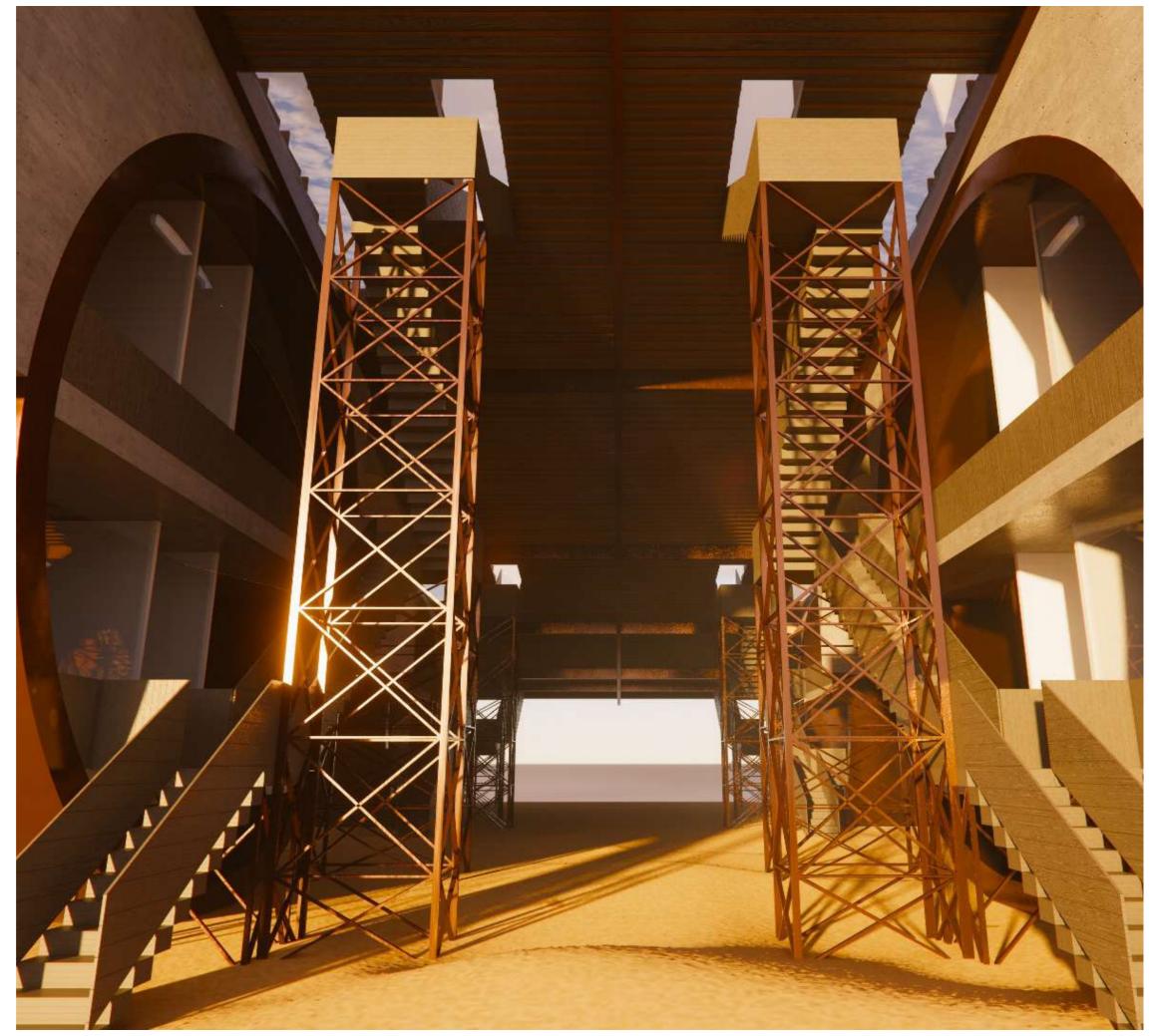


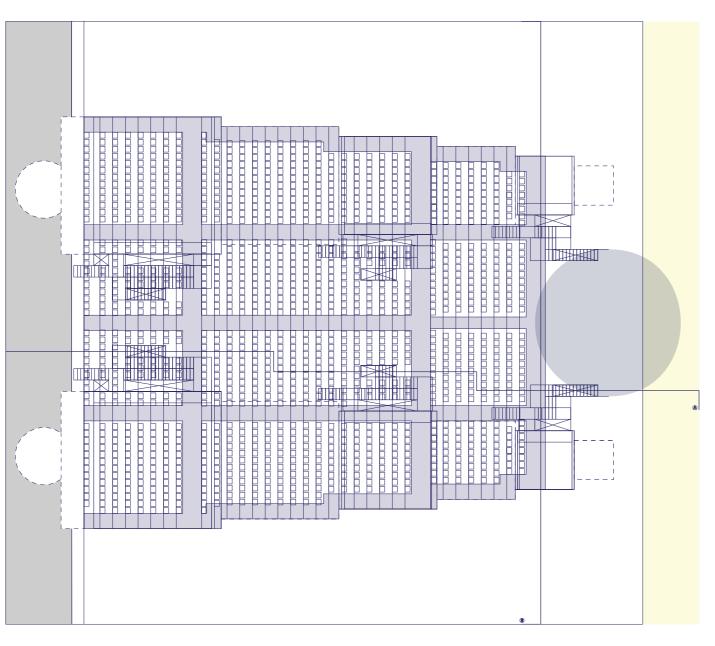


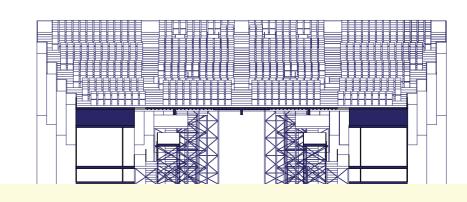
#### M.A.C Art Center Advanced IV

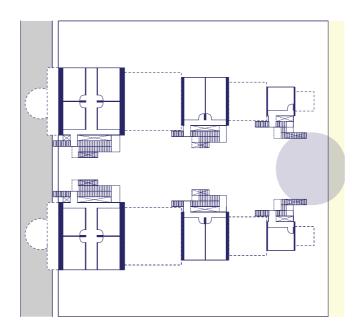


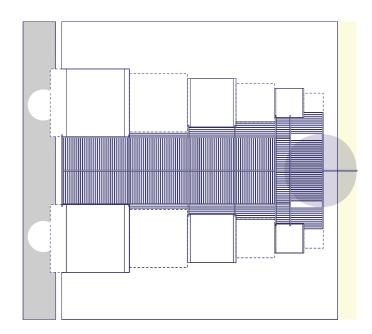
MAC is a public arts center and performance space that hosts performances and an artists' residency program. It contains 26 studios, an amphitheater, and a stage. While confronted with the problem of erosion and political dissonance around Montauk's longterm protection plan, I became very interested in using instability to create stability both formally and conceptually. I began thinking about this idea formally through spherical modules and attempting to contain their movement, which ultimately informed the final design of these steel rings held by a concrete skin attached by a wooden lattice structure. This state of erosion is a natural process that we must spatially adapt to rather than try to stop, so I aimed to craft a dialectic between the structure and the ocean. Therefore, this structure is rollable to contain its response to the shifting tides. The act of rolling also records time, turning this structure into an instrument for measurement and analysis. something that is constantly redefined through the shifting of contexts. This structure is a gesture that exists in its own temporality. A public arts center/performance space, invites a strong sense of community and cultural stability to Montauk. This program also aims to alleviate social tensions through experience and provide a sense of attraction to Montauk during the off-season to activate the town and strengthen the economy. Ultimately, this structure provides stability for unstable times through constant movement and change as it directly responds to nature.

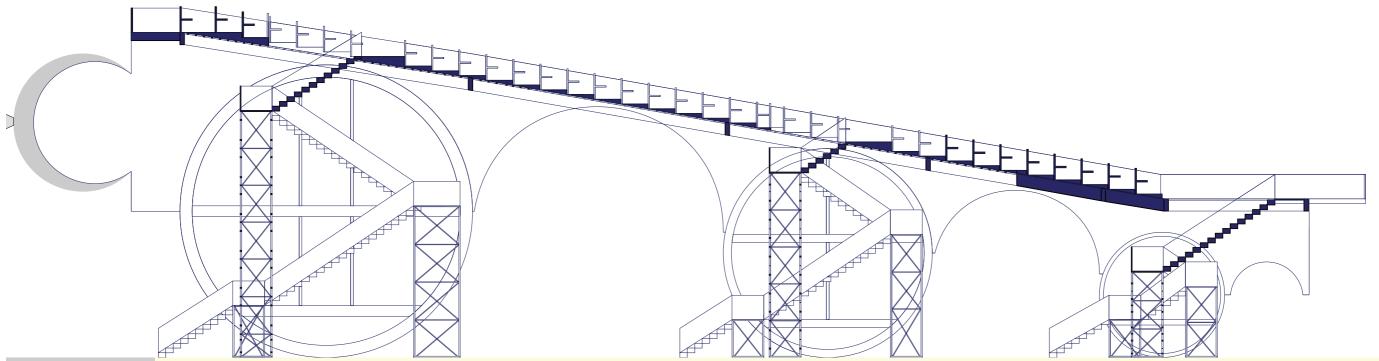


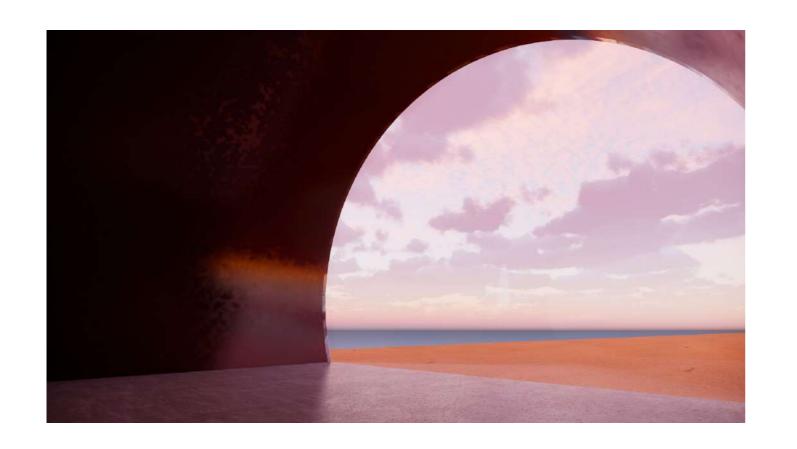


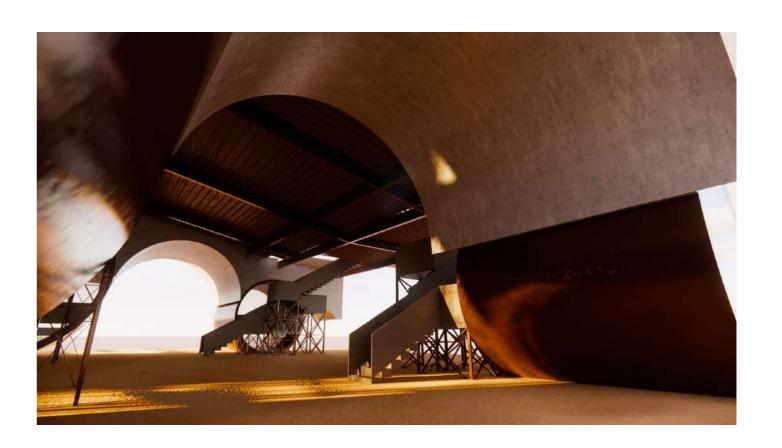














### **PLEASURE**

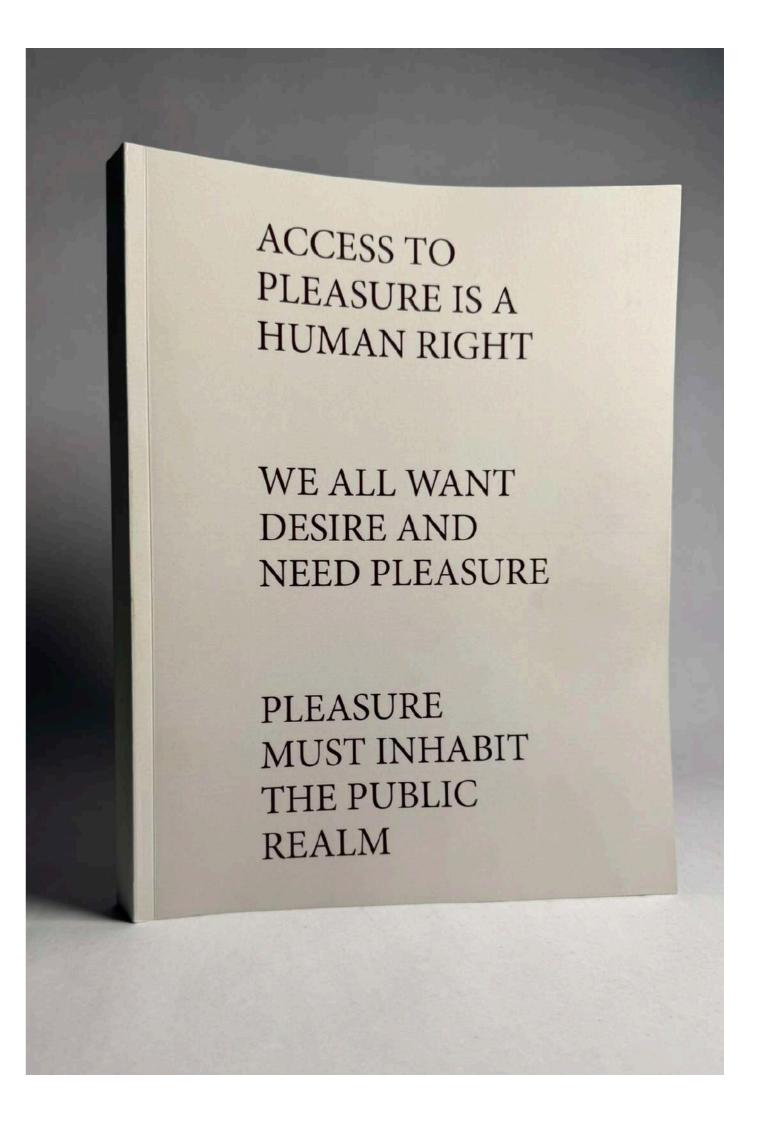
Lot Parties Advanced V

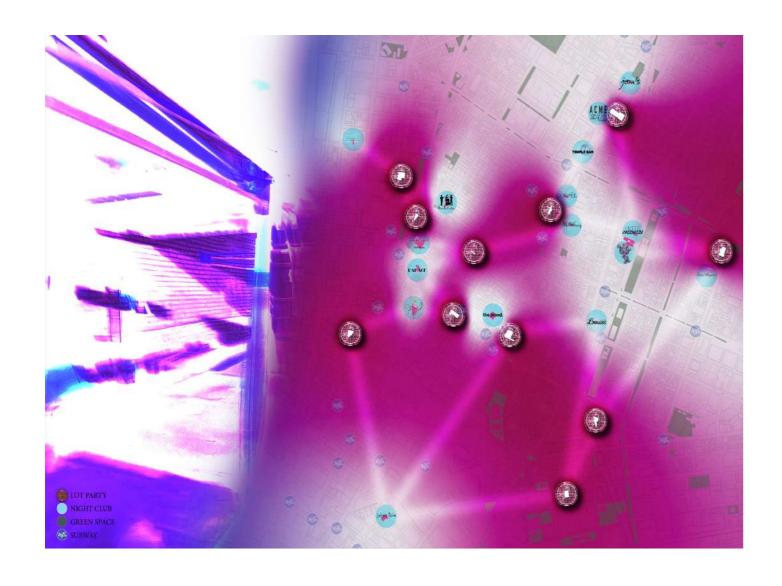


Pleasure reframes pleasure as a civic necessity—emotional, spatial, and deeply political. The project began with nightly walks through New York City, observing fleeting moments of joy in public space: laughter outside clubs, intimate exchanges, spontaneous dancing. I photographed over 400 of these encounters, compiling them into a selfpublished book that captures the spatial choreography of pleasure and its uneven distribution. This process exposed how joy is mediated by access, clout, and commodified space. I turned to the urban parking lot—an overlooked and unregulated terrain—as a site of possibility, imagining a citywide network of ephemeral parties that embrace the street and resist the exclusivity of conventional nightlife.

The work culminated in a mobile disco ball—an architectural object embedded with sound and lighting, designed to transform any location into a spontaneous celebration. It acts as both icon and instrument: a tool for gathering, activation, and joy-making. In contrast to prestige-driven nightlife, this object proposes a democratic alternative—portable, accessible, and shaped by those who engage with it. Access to Pleasure ultimately imagines a new kind of public infrastructure: one that values joy as a shared resource and reclaims urban space for collective intimacy, spontaneity, and solidarity.

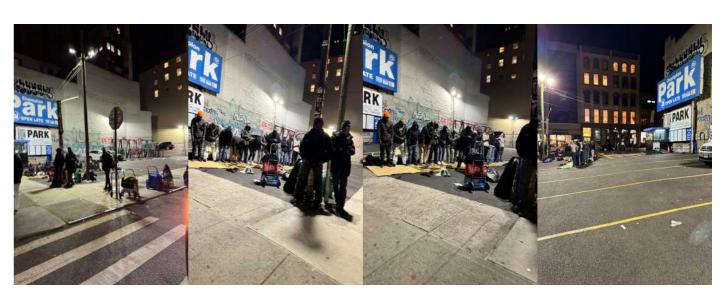


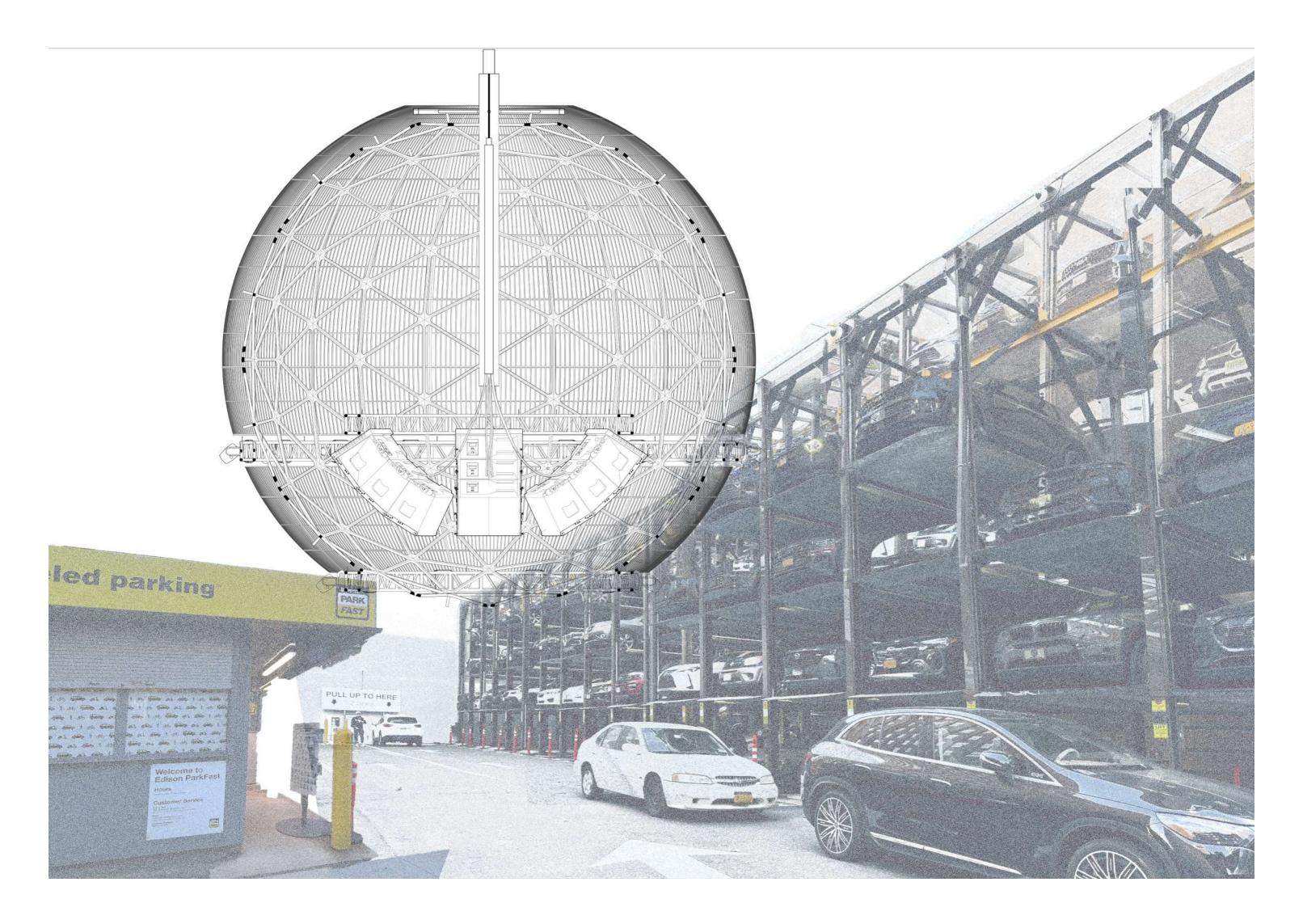






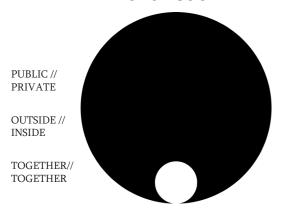






### **GENESIS**

Home, Tunnel, Memorial Advanced VI



Genesis is a three-part architectural meditation on survival, memory, and the necessity of celebration in the aftermath of ecological and social trauma. Anchored in the landscape of Malibu, the project spans a private home, a semi-public pedestrian undercrossing, and a monumental pavilion situated in the Malibu Lagoon. Together, these spatial typologies propose a new covenant between architecture and nature—one in which joy and reflection are not luxuries but vital acts of collective perseverance. The home, small and mostly exterior, is designed for two people who live in partnership and host others-merging intimacy with hospitality. The undercrossing, proposed in response to wildfire destruction, transforms a civic threshold into a sonic corridor of re-engagement: a vessel for light, sound, and memory that frames the beach as a shared inheritance, reclaimed from privatized land.

The project culminates in a tidal pavilion—a stone structure submerged and revealed by the ocean's daily fluctuations. Accessible only at low tide, the pavilion forces its visitors into dialogue with the sea, surrendering control to natural rhythms. Clad in red marble that remembers the fires, the structure is part ruin, part sanctuary: a public living room for the ocean, where tragedy and celebration coexist. Drawing from biblical allegory, Japanese ritual architecture, and Malibu's fraught coastal history, Genesis proposes architecture as both altar and event space—an offering to nature and to community. Through raw materials, spatial nudity, and ritualized gathering, the project asks: how can we reconfigure our relationship to land, memory, and each other-not just to mourn what's been lost, but to endure, together?





