DAYOON OH

SELECTED WORKS
COLUMBIA GSAPP

CONTENTS

Memory of Soil

Academic Work

Year	2024
Type	Advanced Design Studio IV
Program	Memorial
Critics	Uriel Fogue
Location	Widow Jane Mine, New York
Participants	Dayoon Oh, Franco Nocioni
Contribution	Cosmogram, Section

Description The project: Memory of Soil is about recognition and restoration of the forgotten, and making them not to be discounted. Our very perception of history is threatened with destruction, as a result of the breakdown of the continuity between past and future that gives meaning to our experience of the present. In order to recover the forgotten pasts, we need to fully understand other kinds of knowledge: the geo- and bio-stories.
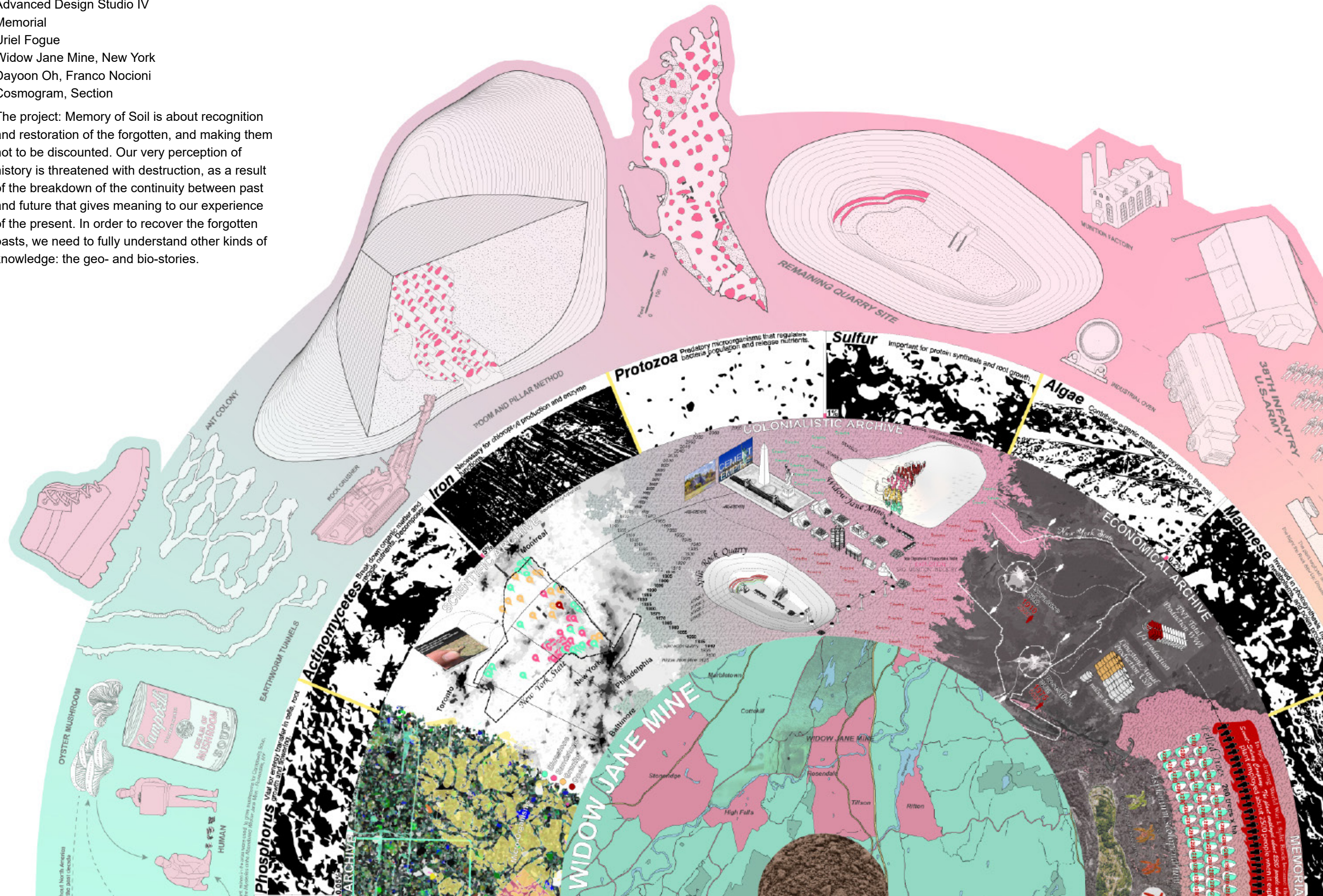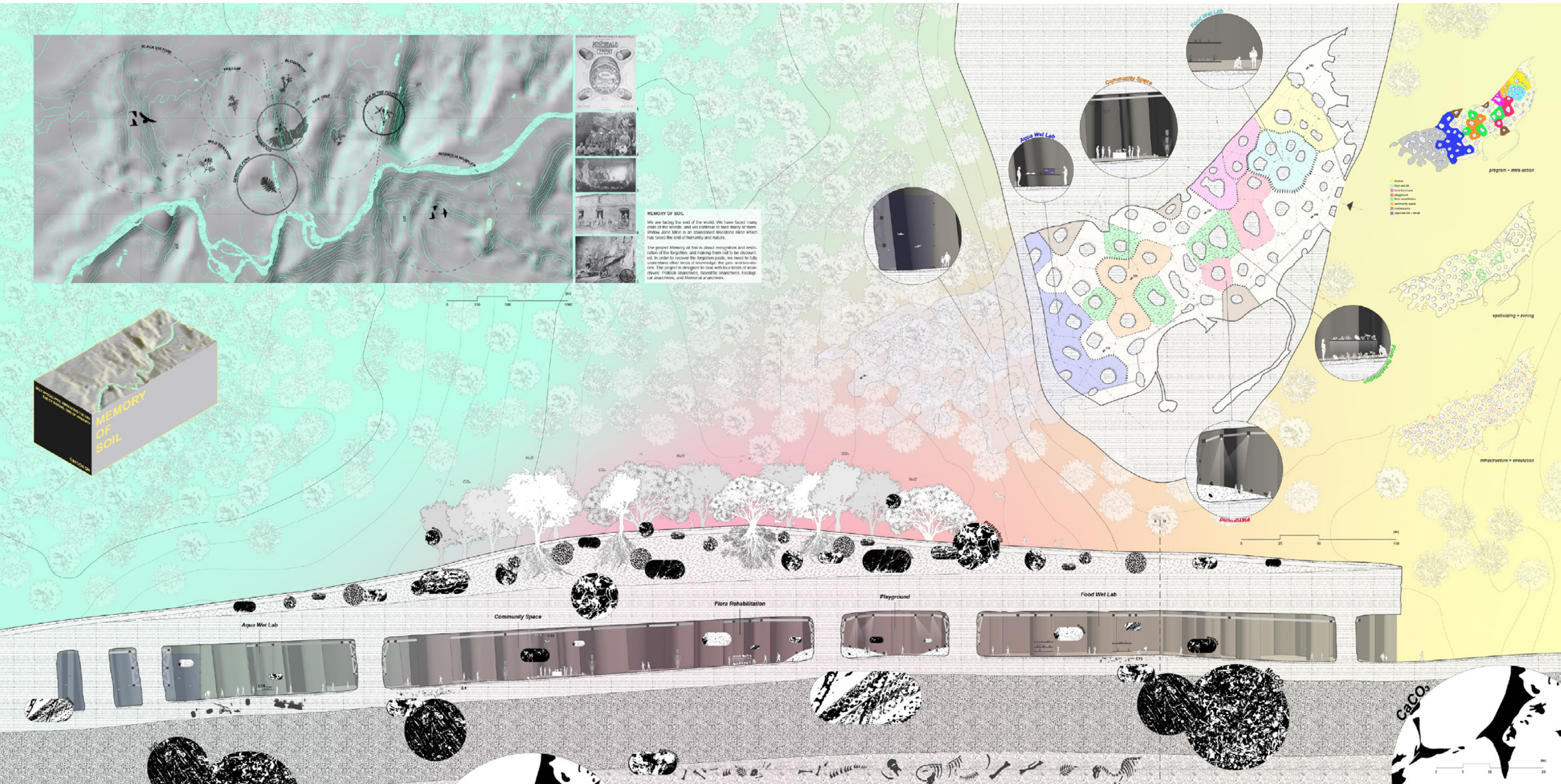
Soil hosts a diverse community of microorganisms, plants, animals, and minerals. Their interactions form a historical record of environmental conditions and biological activities. The concept of soil as a living entity involves recognizing the complex web of life it supports and how these interactions are recorded in soil structures.

SOIL COMPASS
FRANCO NOCIONI + DAYOON OH
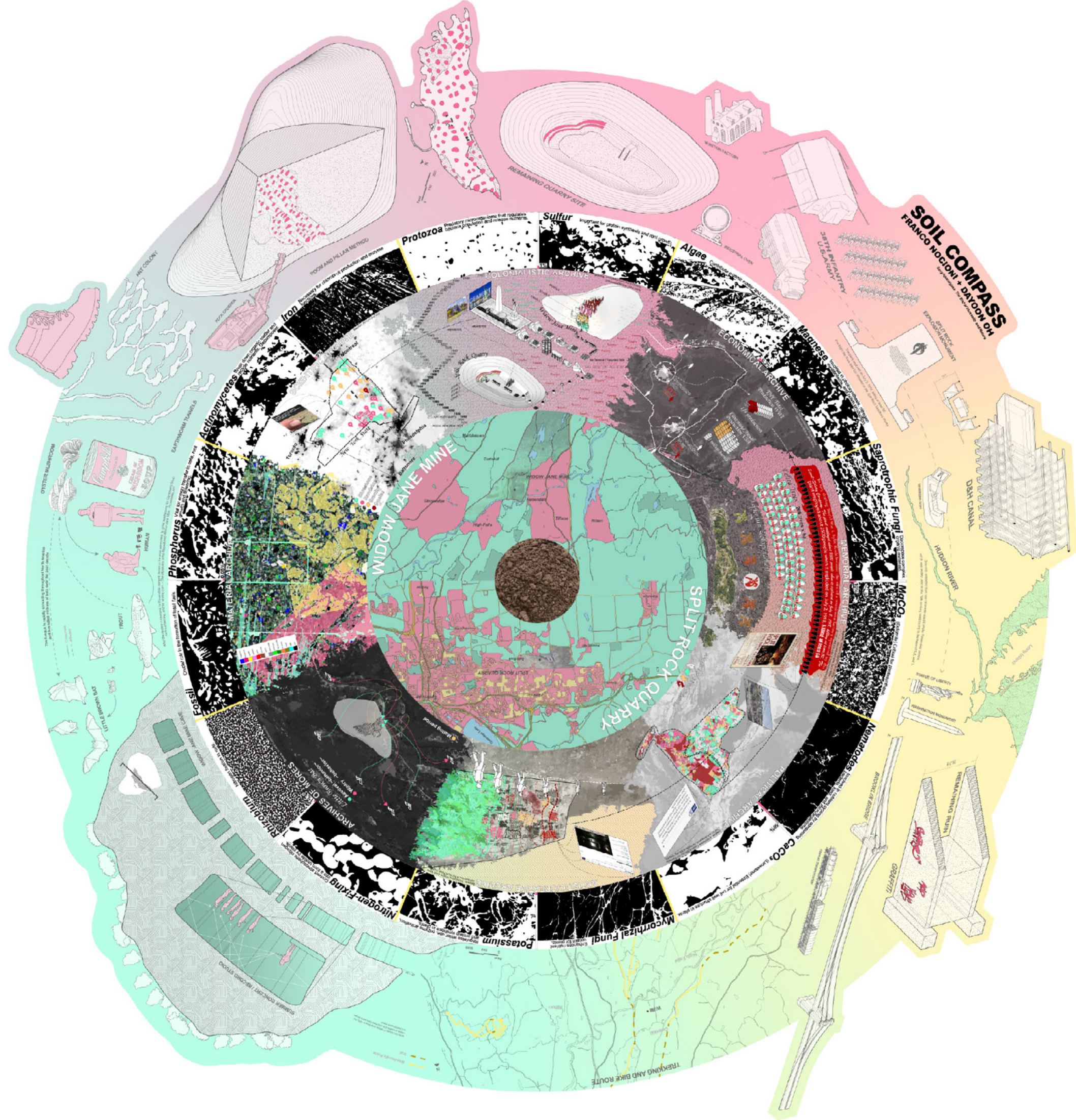
Recognition of the Abandoned Ruin

The project is designed to deal with four kinds of anarchives: 1. Political anarchives - which makes the project a civic infrastructure that takes into consideration the unveiled intra-actions of the soil and the decisions we need to make in the near future. 2. Scientific anarchives - that let us learn about lots of things that happened throughout the forgotten pasts. 3. Ecological anarchives - healing and caring for the scarred living beings during and after the excavation. 4. Memorial anarchives - a tribute to the exploited soil Our aim is not to erase or overwrite the past memory of the soil, but to continue writing the unfinished archives of soils. The place once used to be a battleground with drills and black powders, now becomes a playground, a memorial, a place to learn, and an infrastructure for our future.

MEMORY OF SOIL

Aqua Wet Lab

Community Space

Community Space

Flora Rehabilitation

Playground

Food Wet Lab

Aqua Wet Lab

A Complex Ensemble of Time

Academic Work

|	
Year	2024
Type	Advanced Design Studio V
Program	Center for Architecture
Critics	Wonne Ickx
Location	Governor's Island, NY
Participants	Dayoon Oh, Vishsesh Sahni
Contribution	Concept developement, Physical model, Section, Axon diagram
Description	The building 298 in Governor's Island had always in constant evolution through decades of building and re-building. We saw a continuity as part of evolution, and utilized the "roof" as a connection mediating between the rampart fort and the neo-georgian building. The project is designed not as an end point, but an addition, a new phase that will also have a sequel: leaving room for what's to come.

# Phases and Typologies

Phase 1
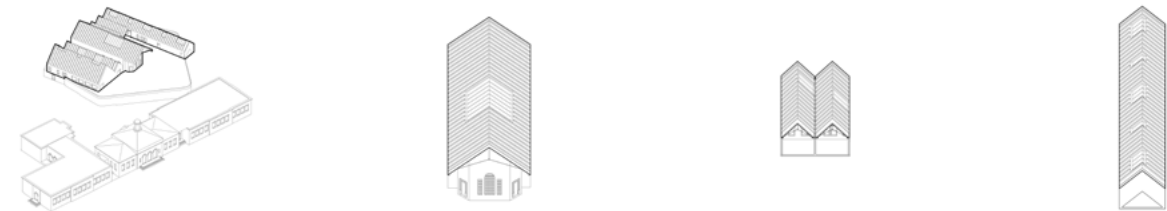
Phase 2
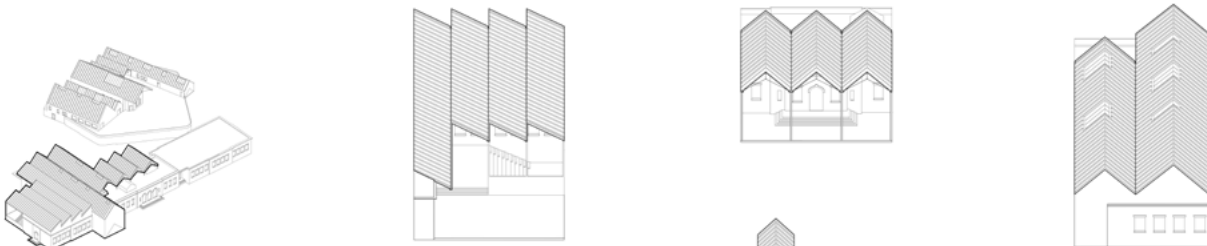
Phase 3
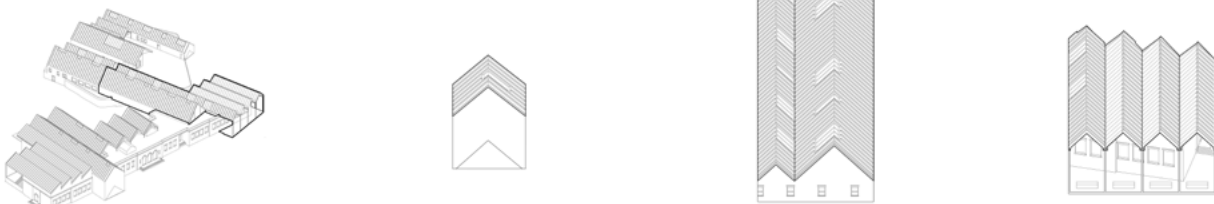
The project adapts the existing building on governors island, to design and Archive and Research Center for Architecture, focused on adaptive reuse. The program is to be implemented in three phases, and considers future extensions. Phase 1: Archives + Research offices and restauration workshops. Phase 2: Public library and study center + Cafe. Phase 3: Exhibition spcaes+ Event space.
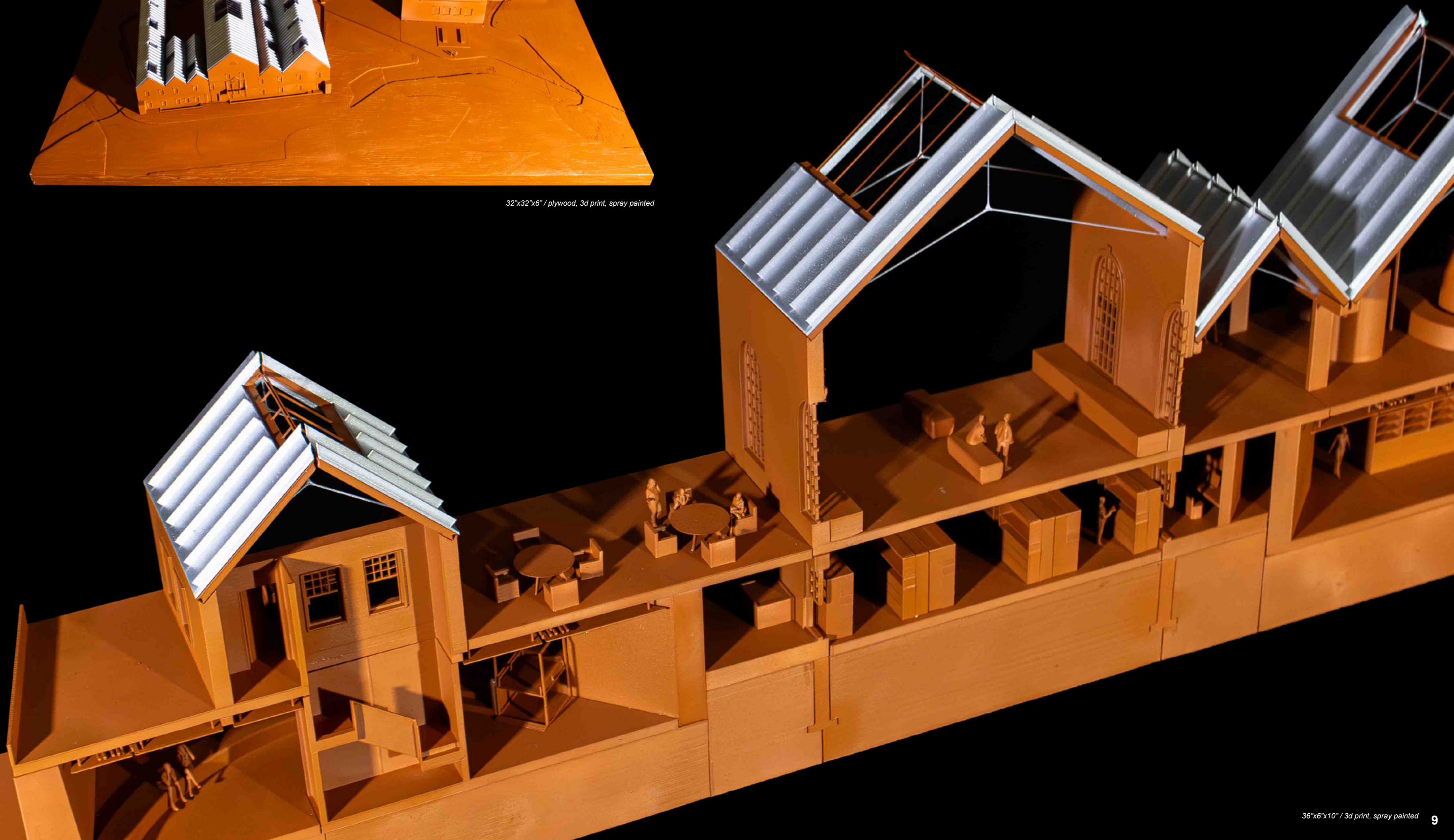
X1

Y1

Y1'

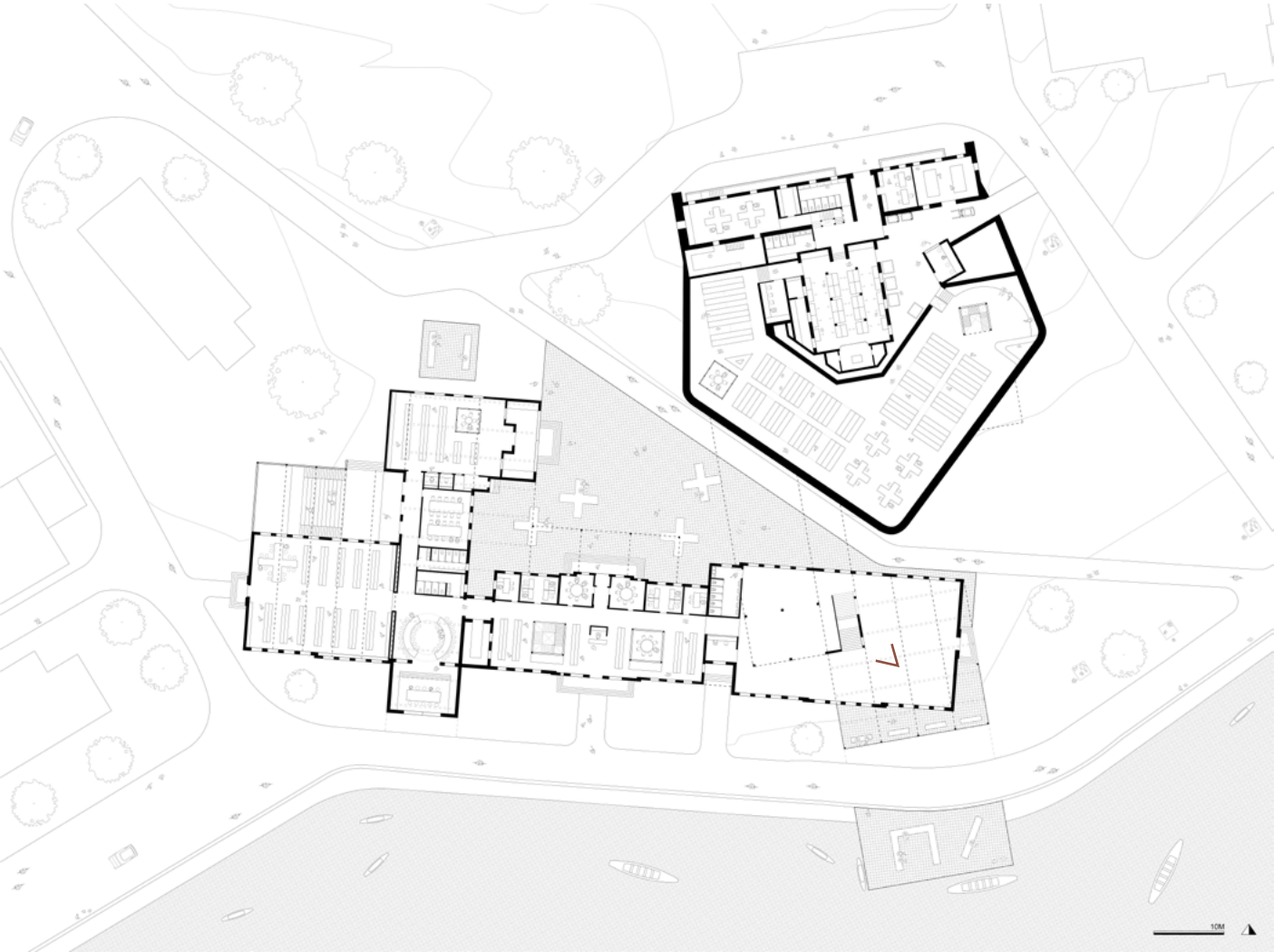X2

Y2

Continuing Axis

ALUMINIUM ROOFING PANELS

CABLE CHORD TRUSS
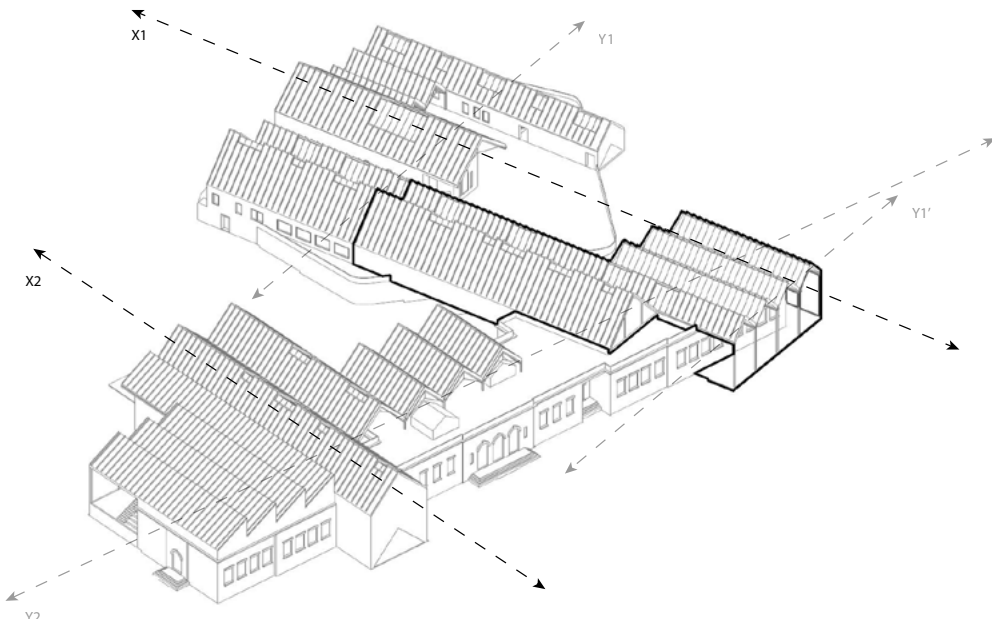
BUILDING 298
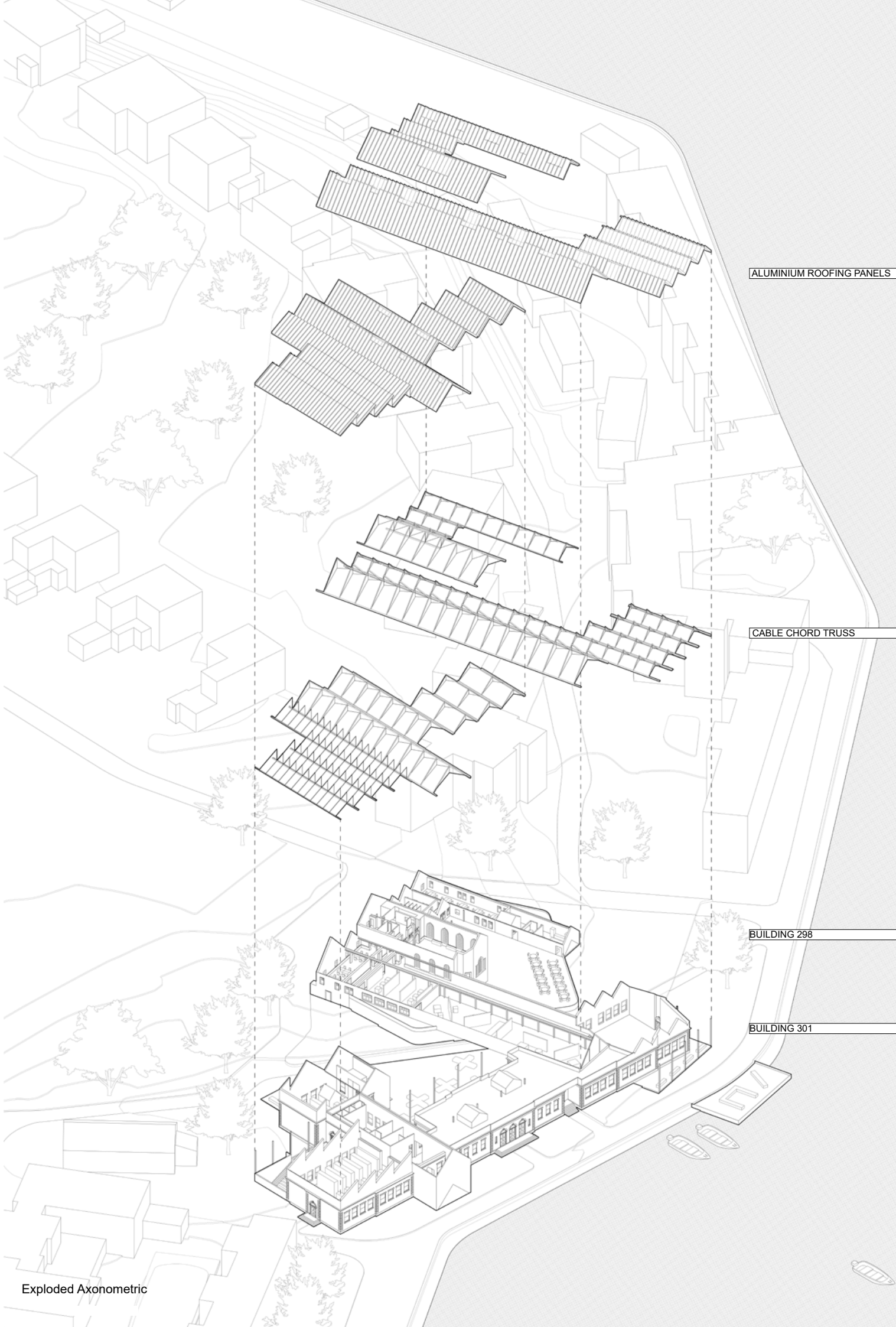
BUILDING 301

Exploded Axonometric
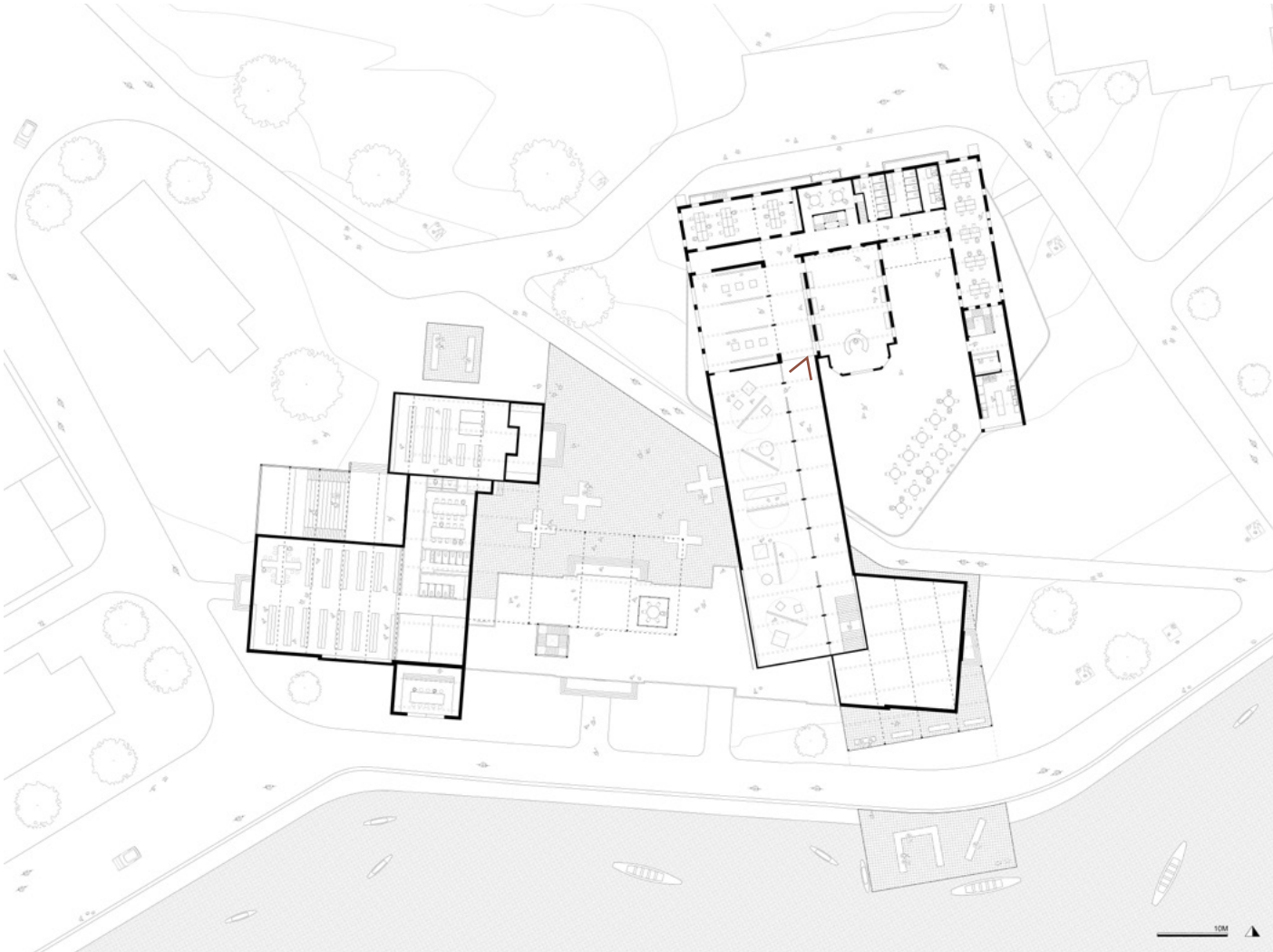
32"x32"x6" / plywood, 3d print, spray painted

36"x6"x10" / 3d print, spray painted

Mediating Continuity

Ground Floor Plan

Second Floor Plan


Circulation: Connection Between Building 301 and 298


Bridge: Exhibition Space
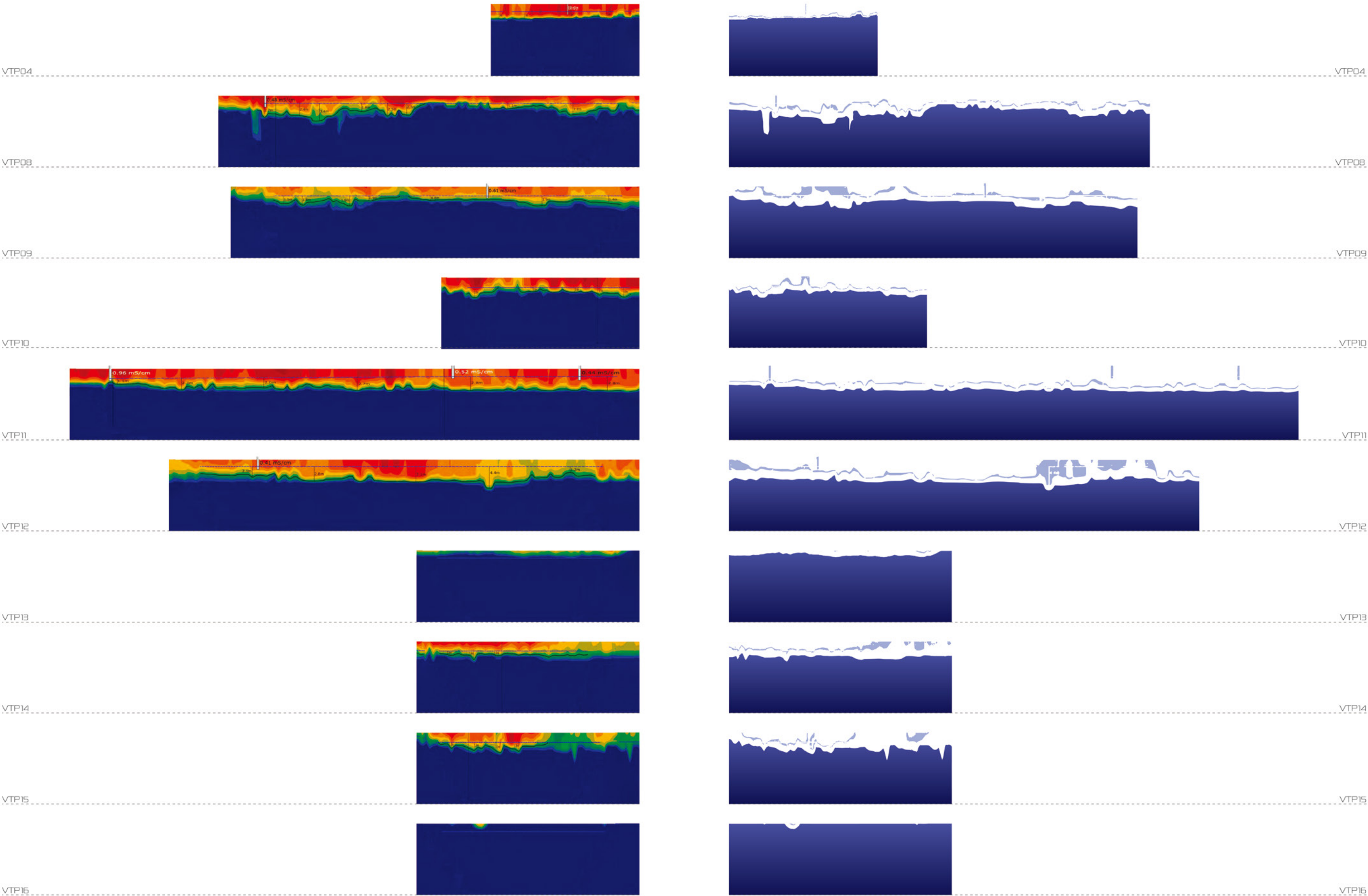
The Island Beneath

Academic Work

Year	2025
Type	Advanced Design Studio VI
Program	Exhibition
Critics	Marina Otero, Dan Miller
Location	Vaitupu, Tuvalu
Participants	Dayoon Oh
Contribution	Analysis diagram, Collage

Description | Long before Tuvalu is physically erased by rising sea levels, it is already becoming uninhabitable for certain forms of life. At the heart of this disappearance is not just erosion or inundation, but the shrinking of its fragile freshwater lens—a thin, rain-fed layer of drinkable groundwater floating above seawater in the island's porous coral foundation. Contaminated by saltwater intrusion and burdened by inadequate infrastructure, this lens is disappearing faster than the land itself.
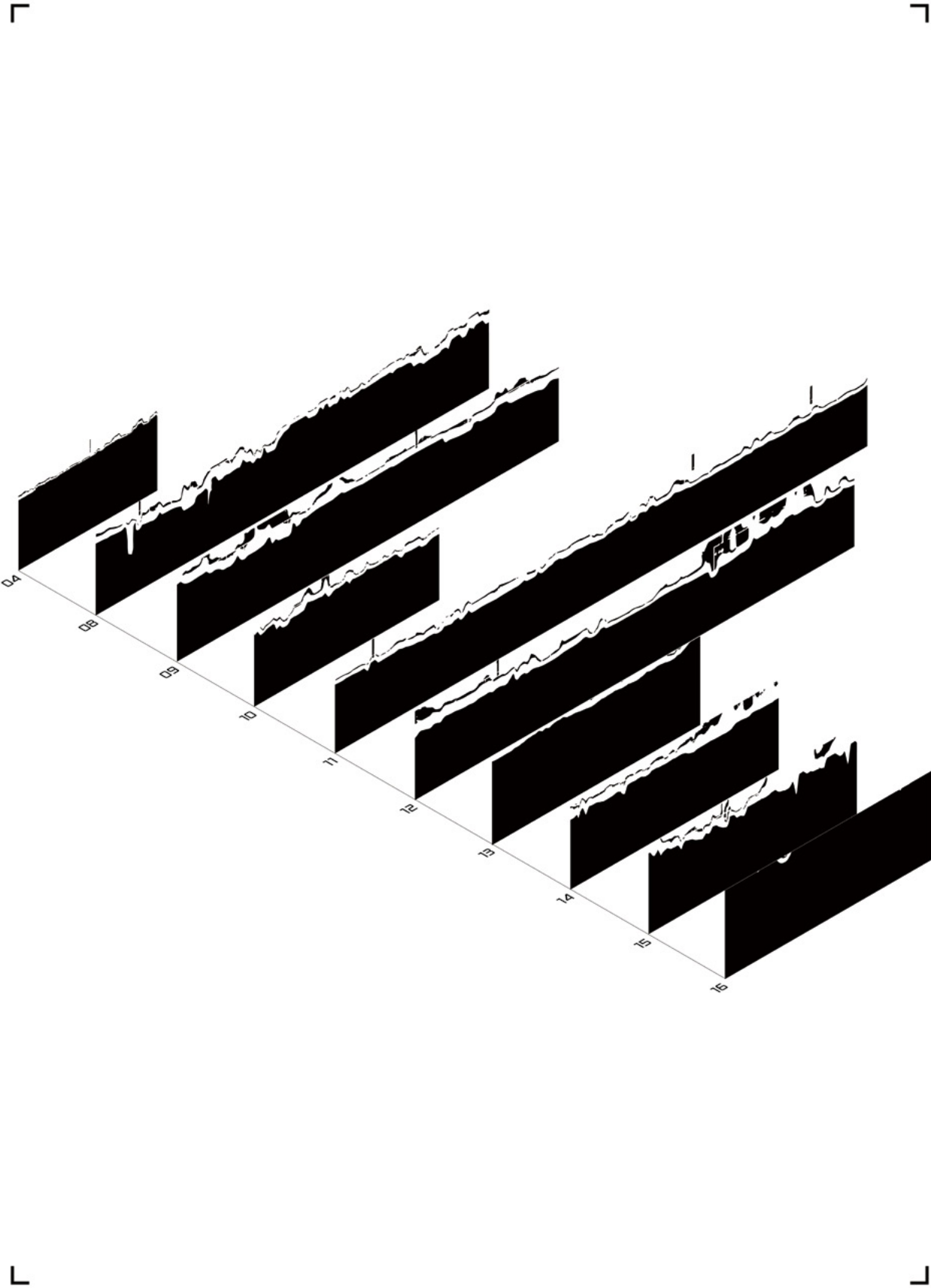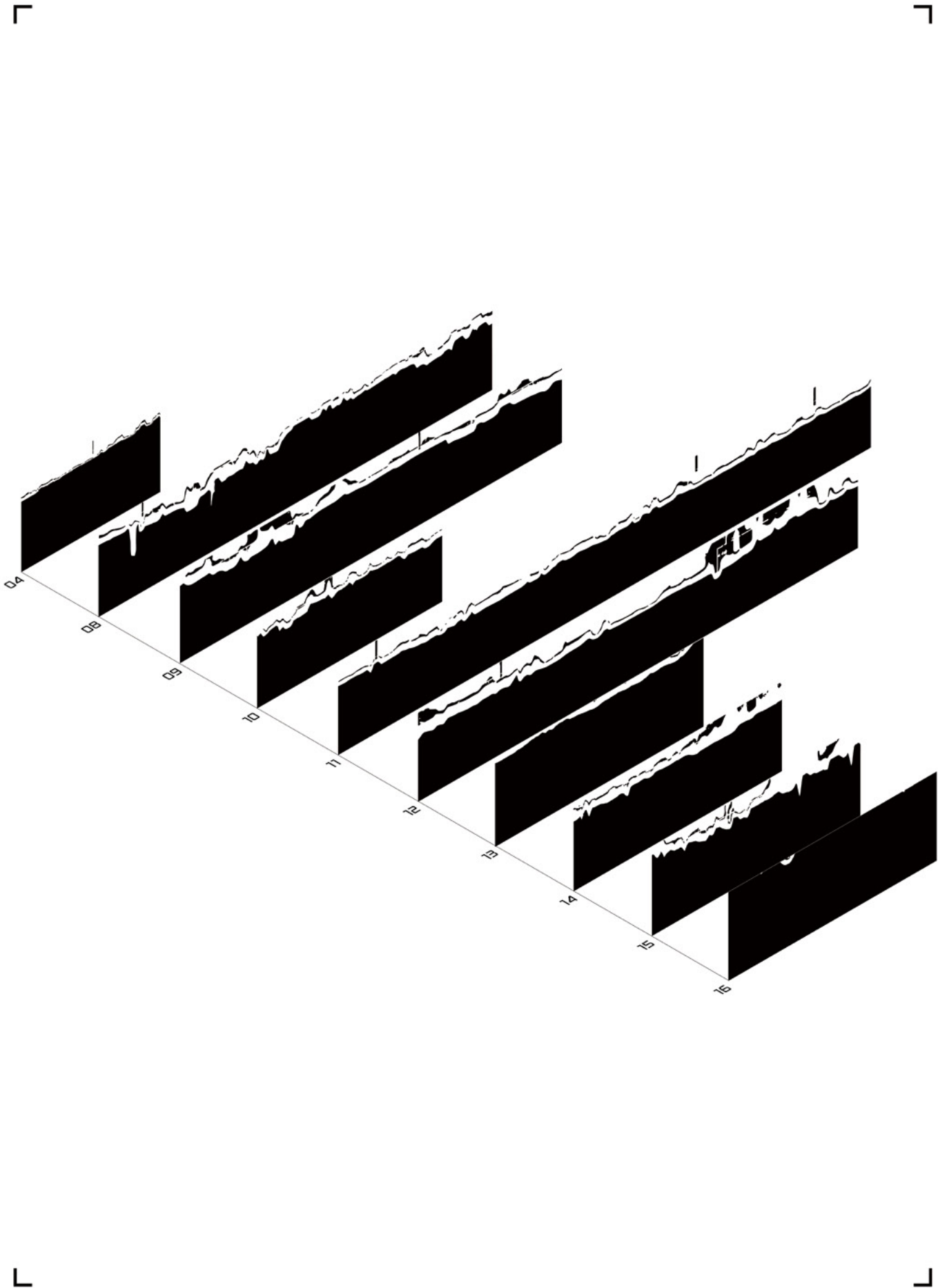
# Surveyed Map of Vaitupu
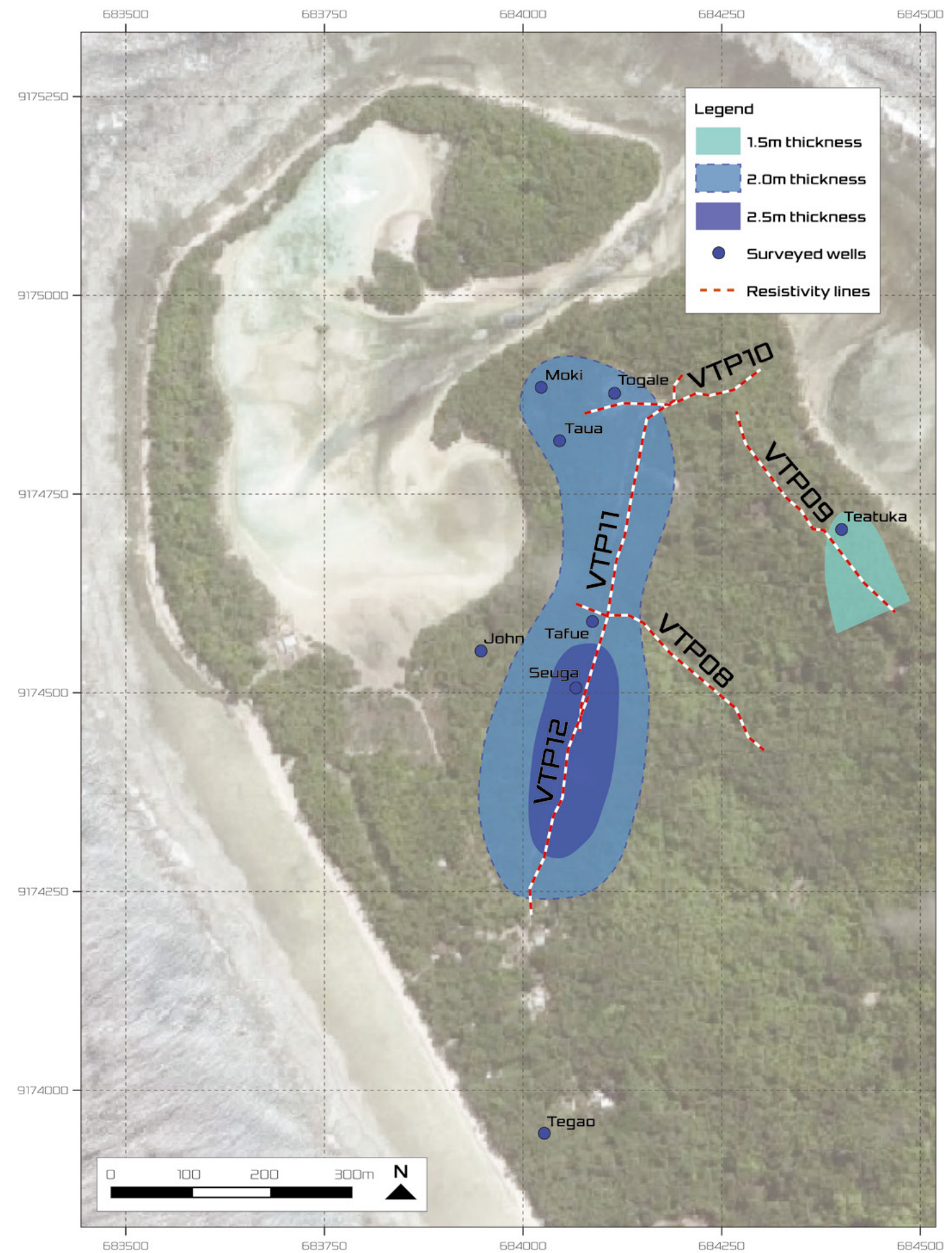
Geophysical Mapping

Field Surveys and Visualization

Journey of the Little Prince

Academic Work

Year	2025
Type	Elective / Virtual Architecture
Program	Realtime Gameplay Unreal Engine 5
Critics	Nitzan Bartov
Location	Virtual
Participants	Jooyeon Lee, Naejung Park, Hyunseung Moon, Dayoon Oh
Contribution	Concept developement, Unreal Blueprint, Visualization
Description	Inspired by the timeless tale of The Little Prince, our game reimagines the story's emotional landscapes as a playable universe — a constellation of asteroids, each shaped by its own flower, character, and lesson.
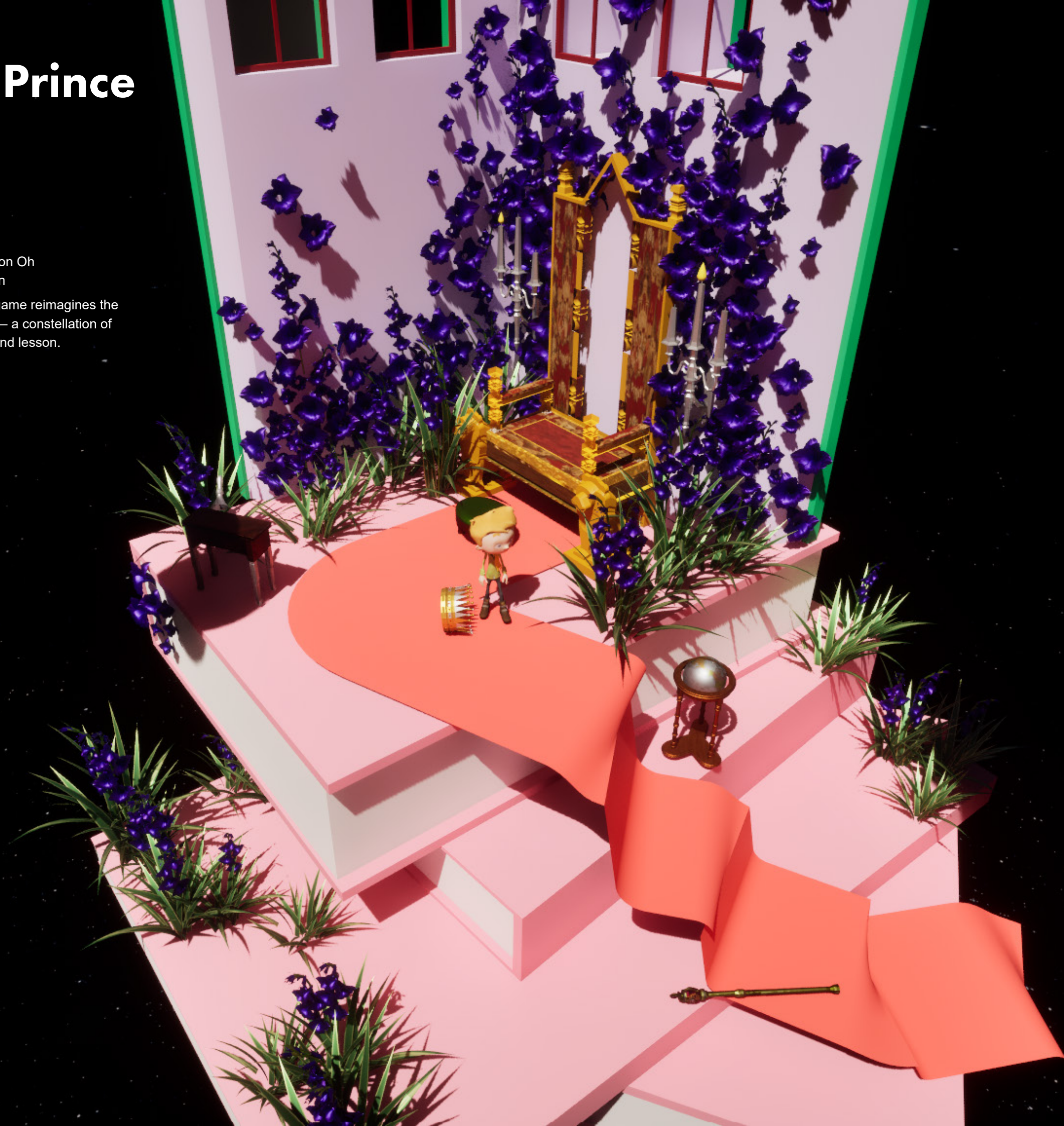
Level Design

The Little Prince tends to his rose—

fragile, proud, and fiercely loved.

She stands alone, bathed in the golden hush of memory.

This is where longing begins.

A single lamp flickers in the Lamplighter's Room.

Rain whispers against unseen windows.

Time loops endlessly,

and devotion becomes both burden and beauty.

A throne towers in solitude, draped in velvet silence.

Here, the King rules with no one to rule.

In the garden, he sees a thousand roses

— and remembers the one.

The fox teaches him love through taming.

And in the desert, the snake leads him home.

The journey ends, or begins again.

The Vain Man preens beneath the light he must earn.

Mirrors shimmer like silent applause,

and dolls—frozen in admiration—never look away.

Back on his star, he rests among flowers and scattered relics

—traces of his journey, each holding a lesson,

each quietly glowing with memory.

Each asteroid is a room, each room a moment.

The Little Prince's room— small empty room only with a rose
The King's Room — a throne waiting for subjects that never arrive.
The Vain Man's Room — shimmering mirrors and frozen dolls.
The Lamplighter's Room — a flickering light trapped in endless dusk.
The Garden and the Fox — a desert lesson in love, taming, and goodbye.
At the end, the Prince returns to his star — surrounded by glowing remnants of every place he's been.

Blueprint

The Little Prince explore the stars — small stepping stones that light his path.
As he collects objects, they dissolve into petals of light, drifting gently back to his
personal room — like memories settling into place.
Behind the scenes, we built an interactive system using Blueprints in Unreal Engine:

Ambient zones and Audio Volume shift music based on location.
Overlap triggers change lighting intensities and activate moving asteroids.
Niagara effects simulate rain, petal bursts, and dissolve transitions — turning each
interaction into a poetic event.
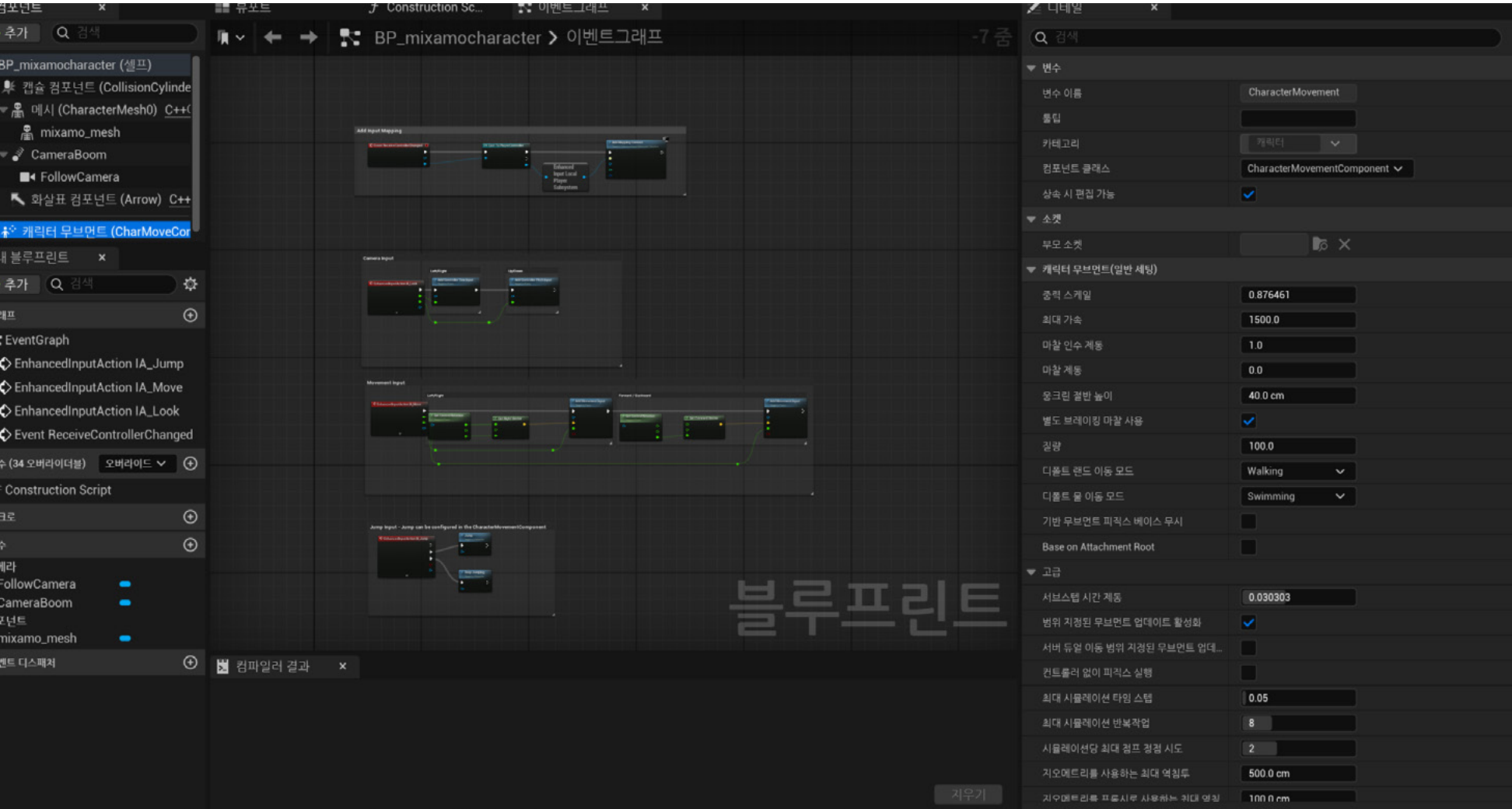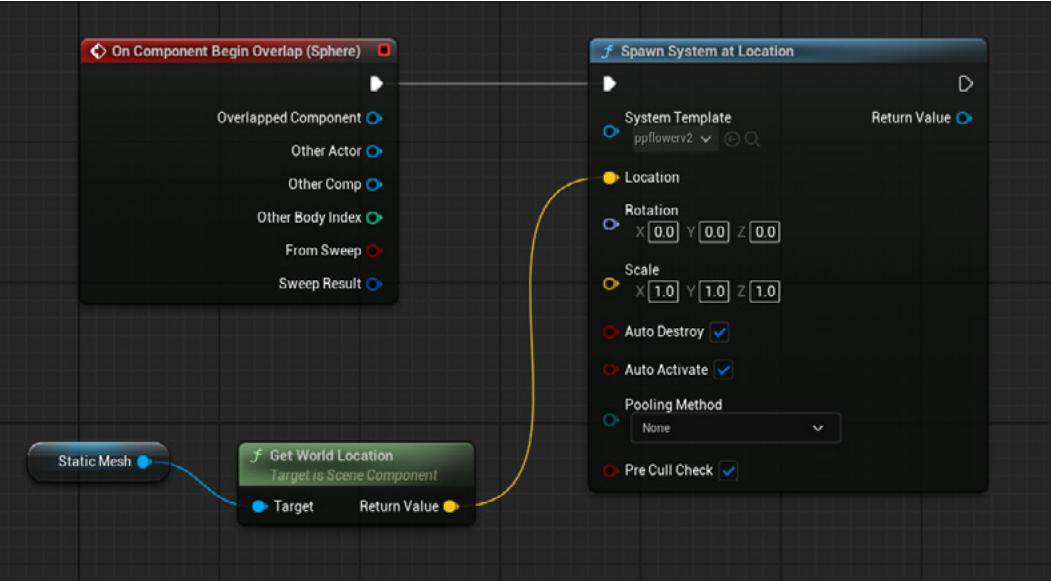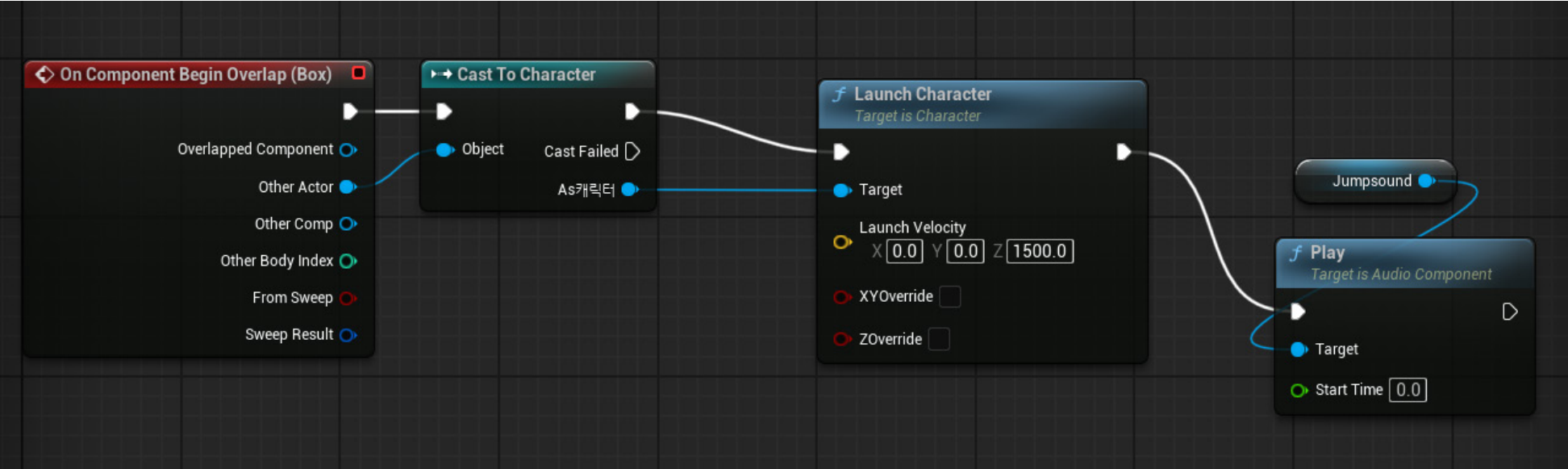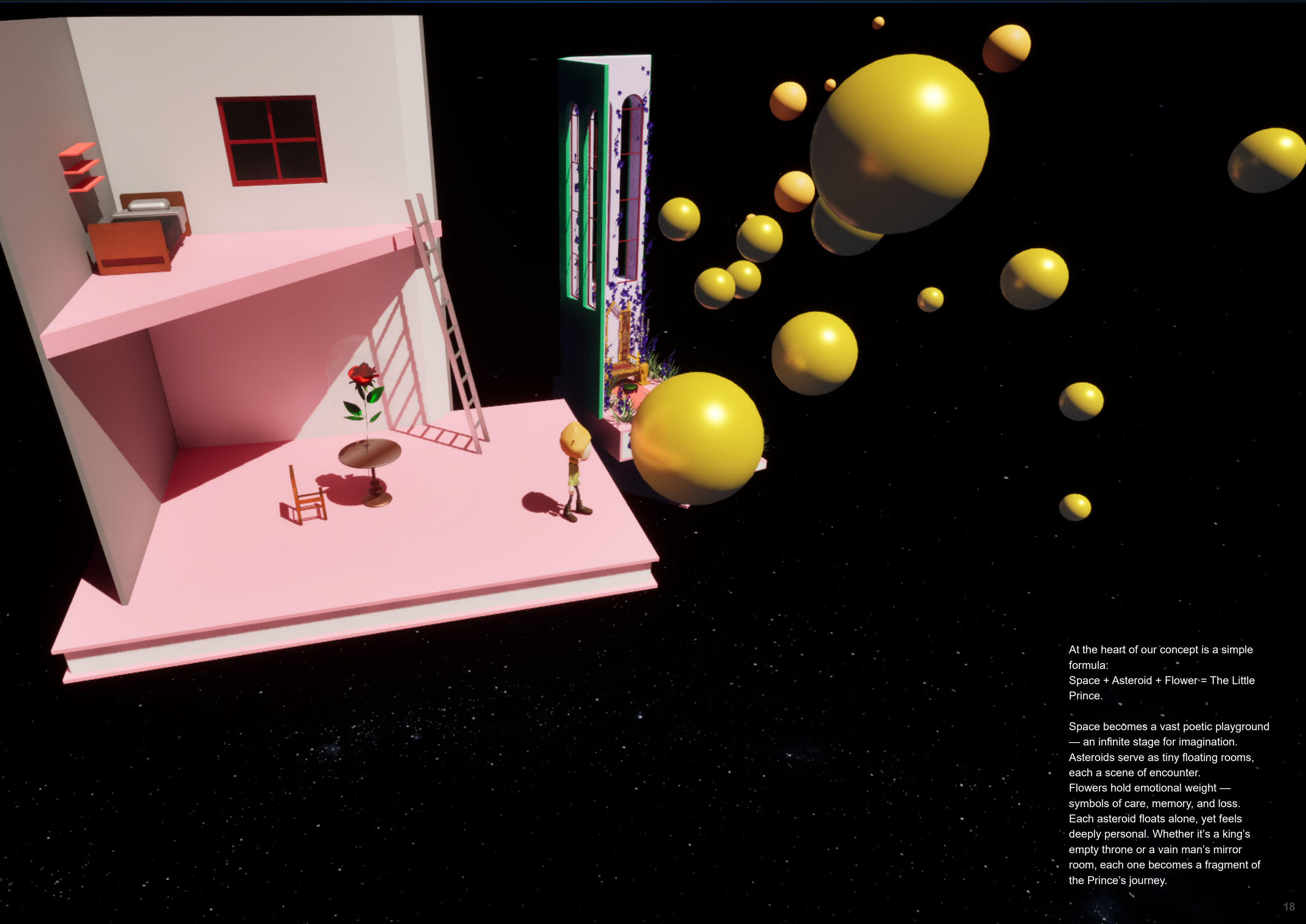
At the heart of our concept is a simple formula:
Space + Asteroid + Flower = The Little Prince.

Space becomes a vast poetic playground — an infinite stage for imagination. Asteroids serve as tiny floating rooms, each a scene of encounter. Flowers hold emotional weight — symbols of care, memory, and loss. Each asteroid floats alone, yet feels deeply personal. Whether it's a king's empty throne or a vain man's mirror room, each one becomes a fragment of the Prince's journey.