

# Advanced Architecture Design

2024.5 - 2025.5

# PORTFOLIO

MSAAD

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This year, I focused on using architecture to question what often goes unnoticed—how spaces are framed, who defines their value, and what stories they tell. Through design, research, and video, I explored my own discomforts and curiosities, using them as starting points to investigate broader cultural and environmental systems. These projects became a way for me to not only express ideas but to challenge assumptions and imagine new ways of seeing and making space.

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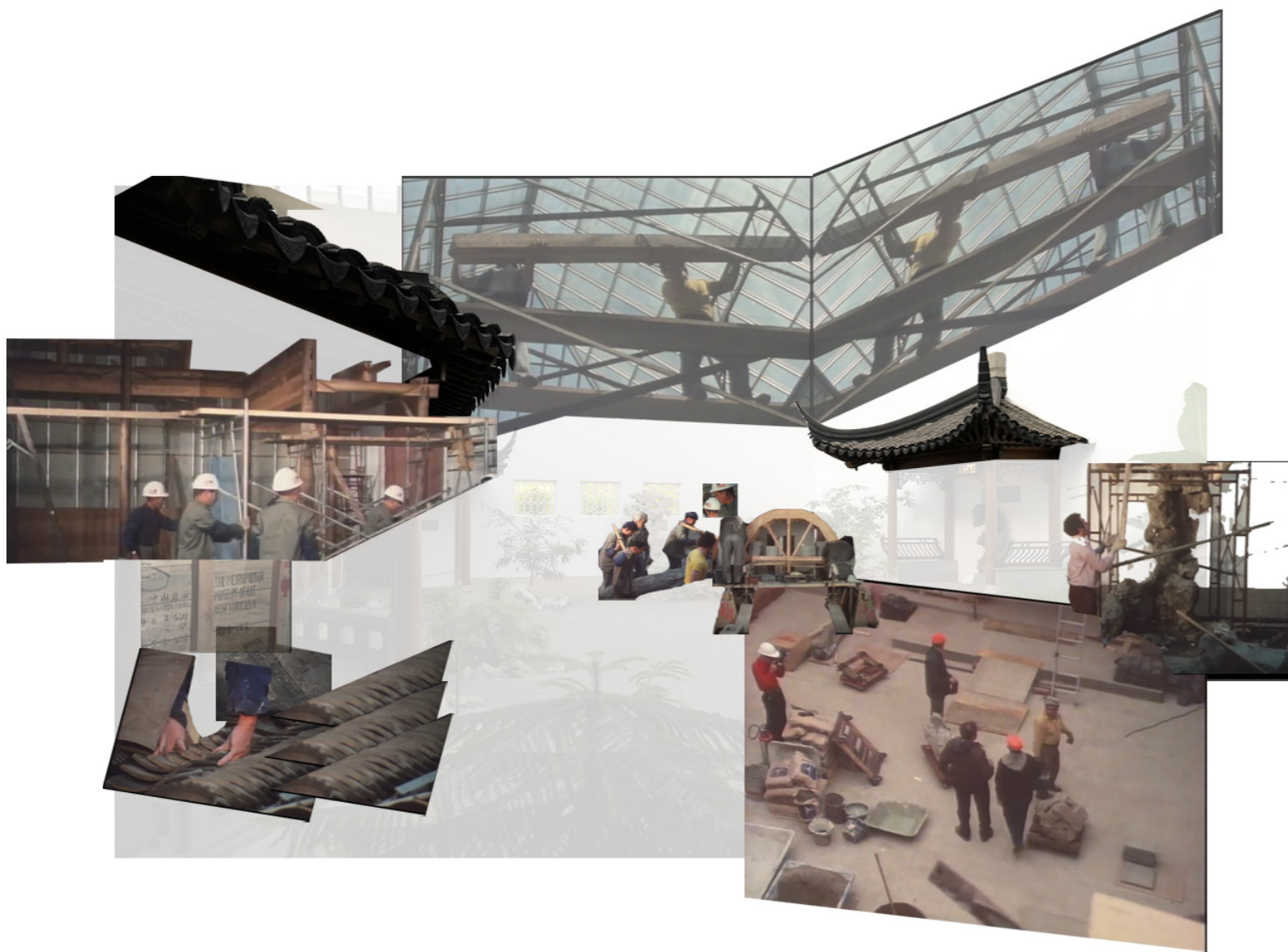
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## The Real Court

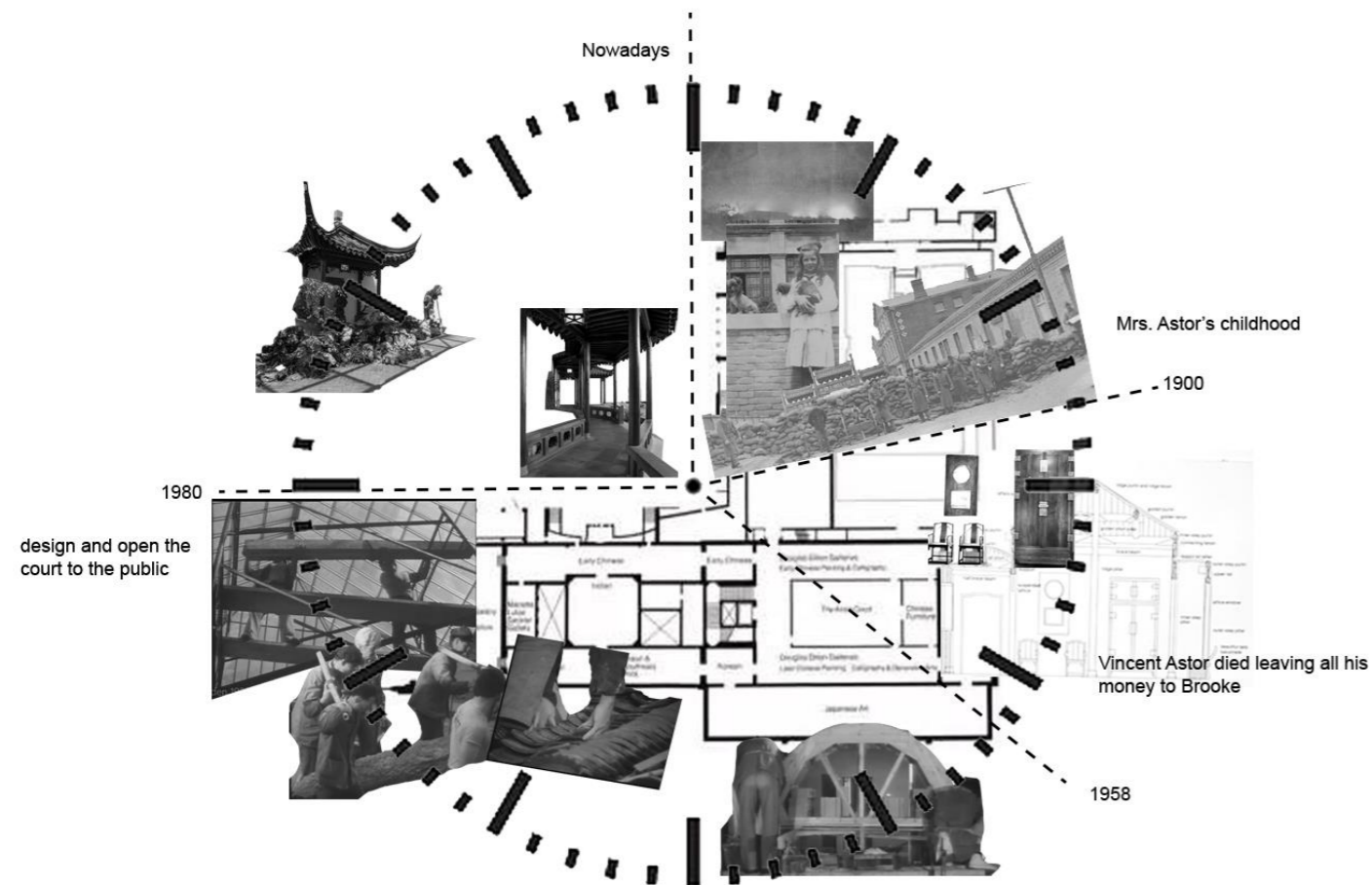
### The Defamiliarization in The Museum

This project critically examines the Astor Court at the Metropolitan Museum of Art, a reconstructed Ming-style garden commissioned by Brooke Astor and realized through a complex interplay of cultural diplomacy, institutional patronage, and aesthetic appropriation. Although meticulously crafted to reflect traditional Chinese garden design, the space engenders a sense of dislocation and defamiliarization—a feeling that prompted this video-based inquiry.

The Astor Court is not a neutral reproduction of historical Chinese aesthetics; rather, it is a carefully staged environment shaped by the perspectives of collectors, trustees, and designers who interpreted Chinese culture through their own positionalities. This project explores how such recontextualizations—however well-intentioned—can inadvertently flatten cultural nuance, transforming dynamic heritage into static representation. The accompanying video reorients the viewer's gaze through temporal fragmentation, layered narration, and selective framing, encouraging a critical reconsideration of authenticity and authorship.

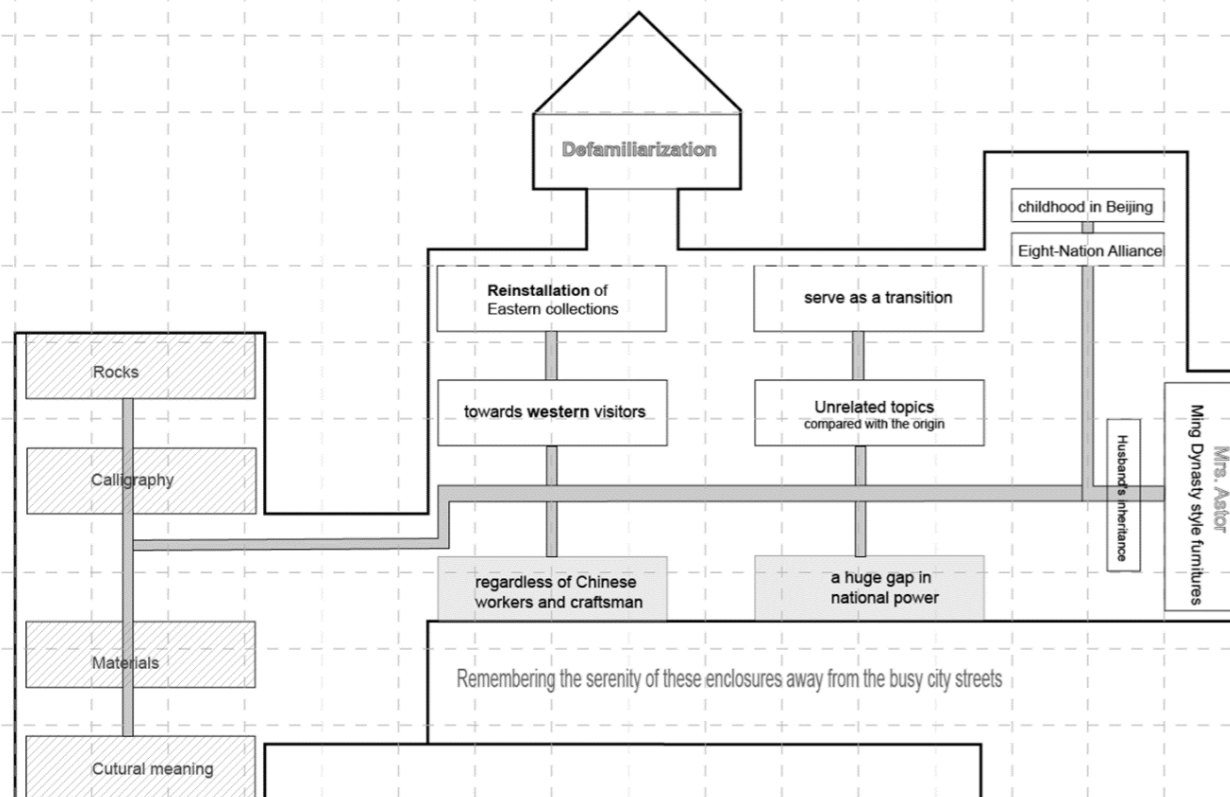
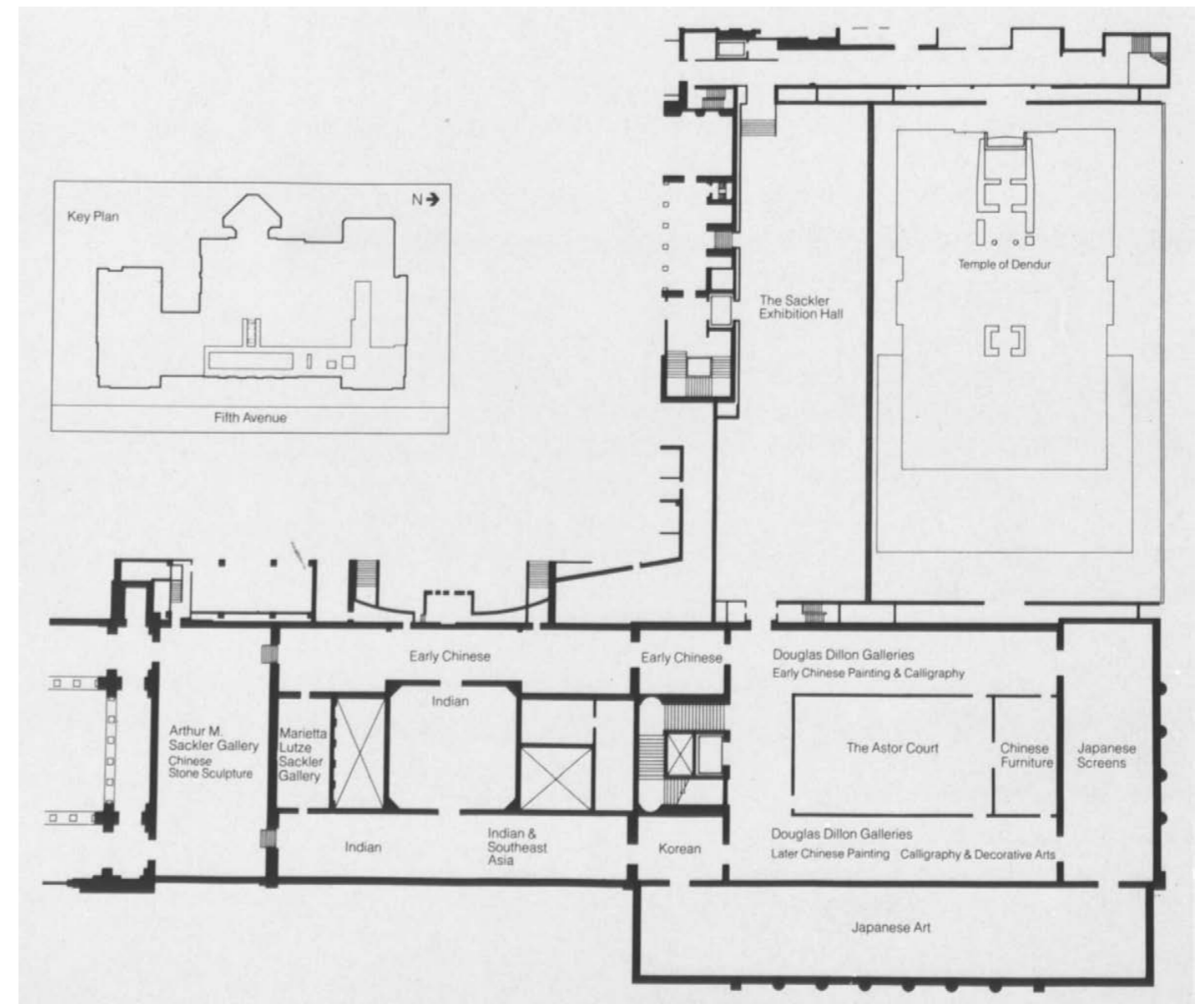
Individual Work  
2024 Summer  
Instructor: Cruz García & Nathalie Frankowski

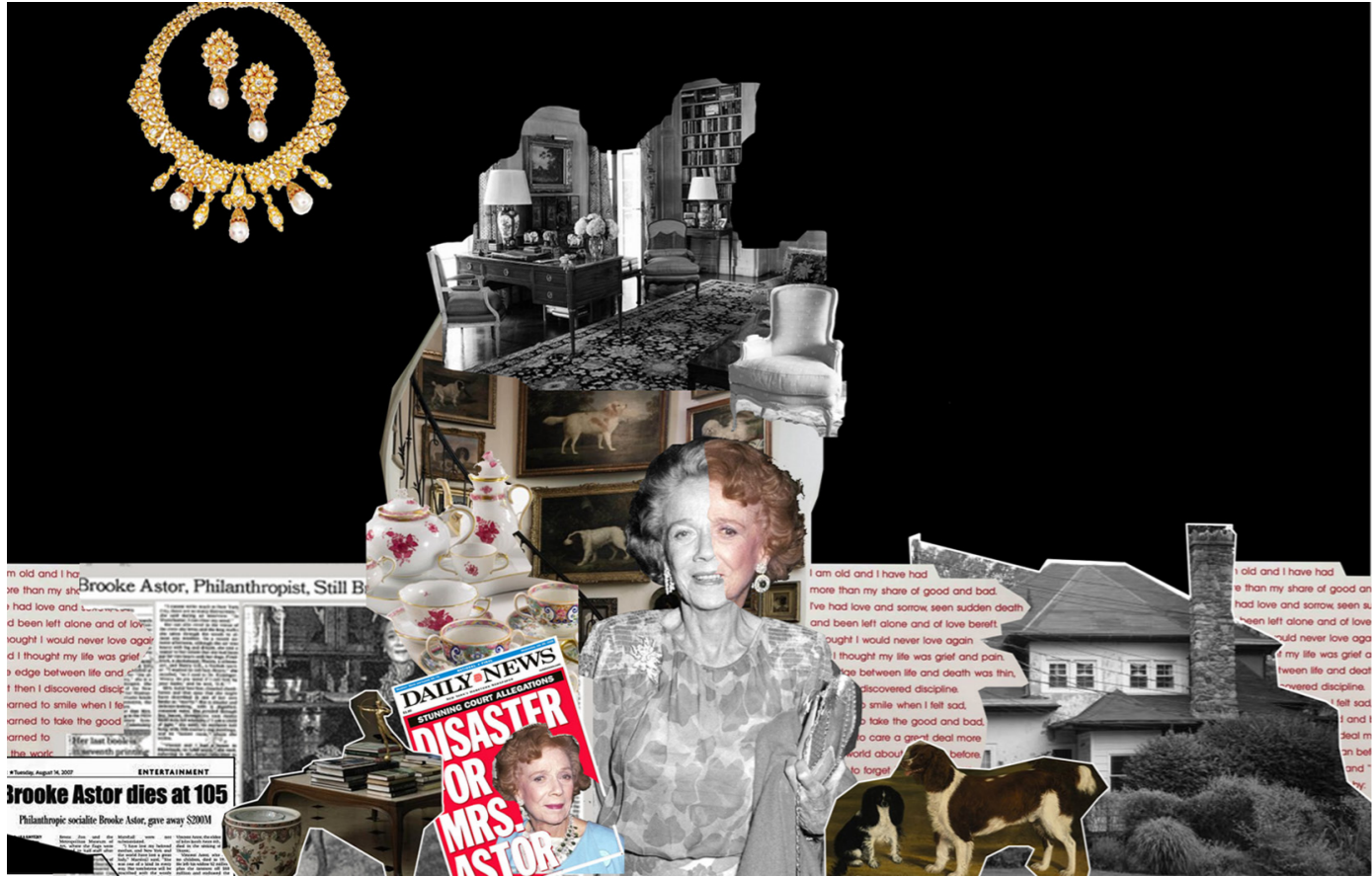
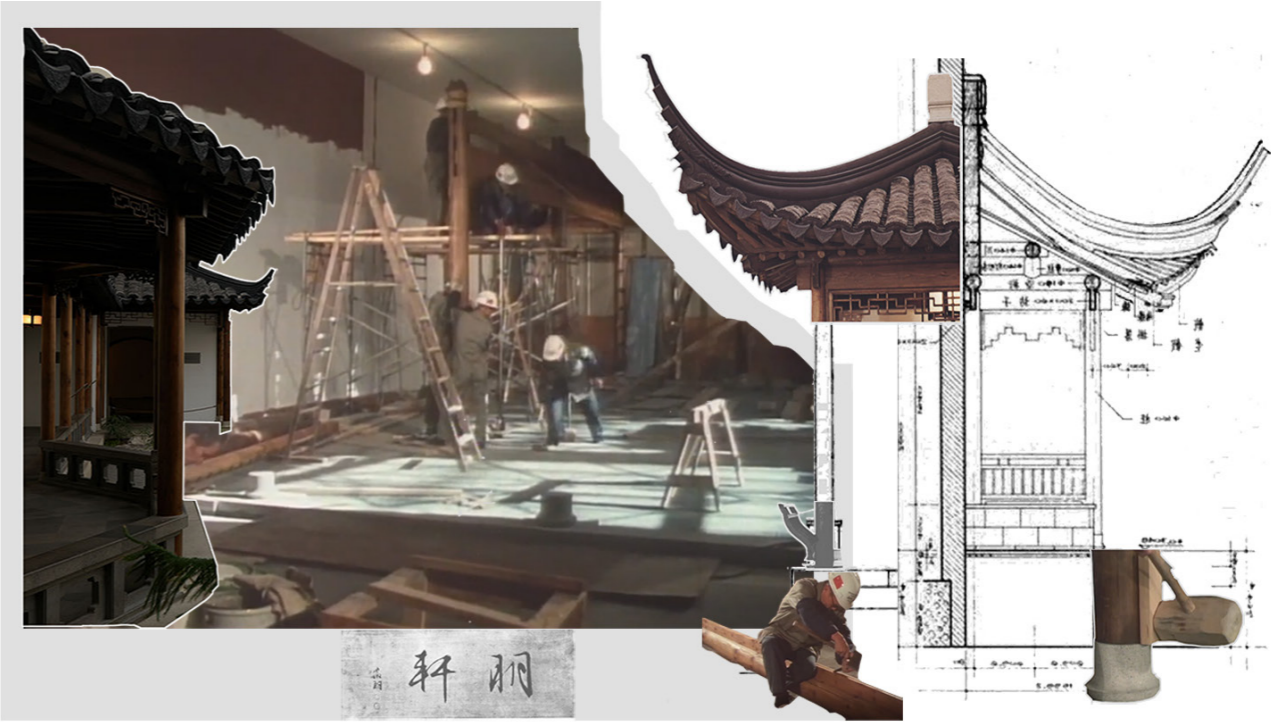


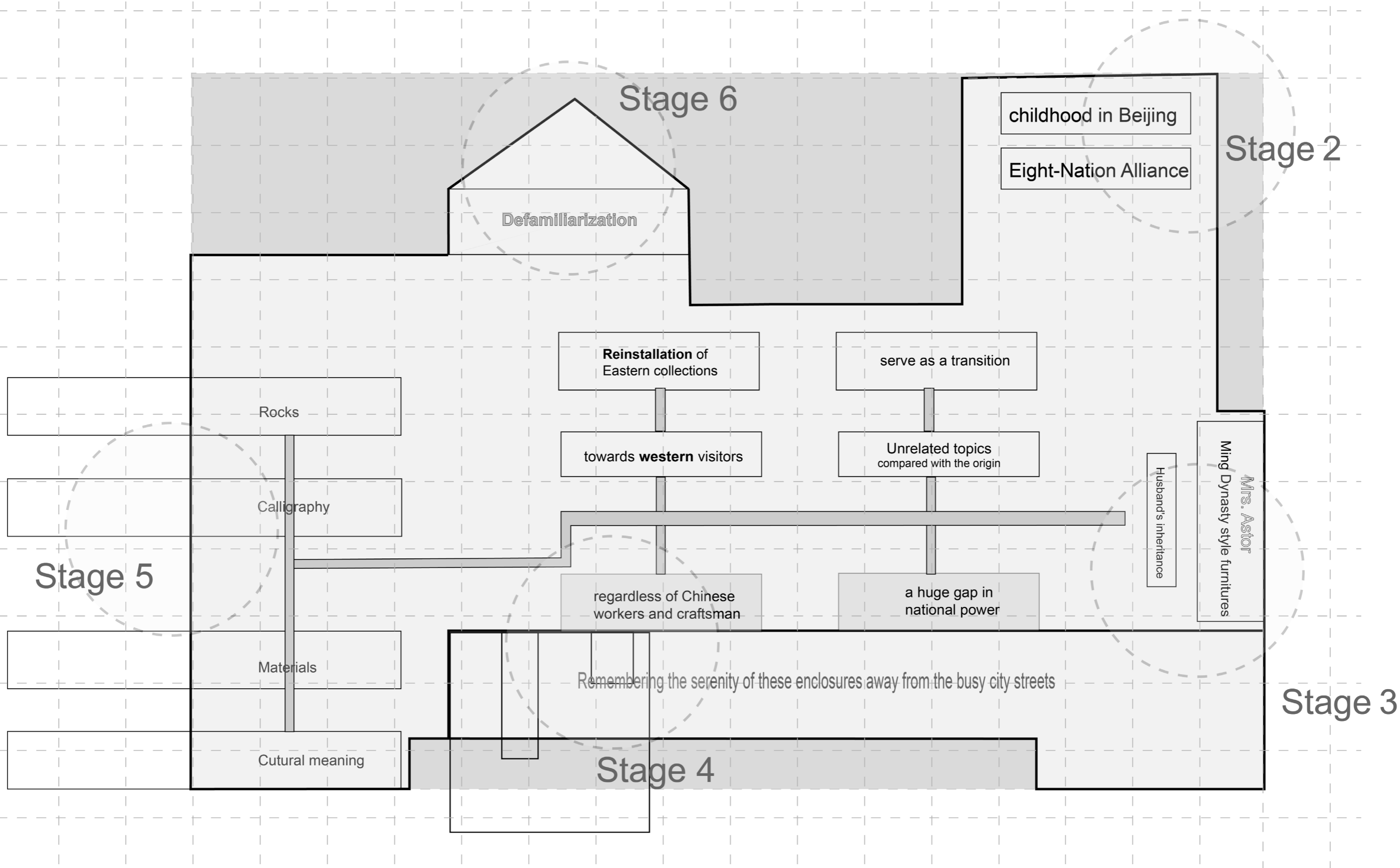


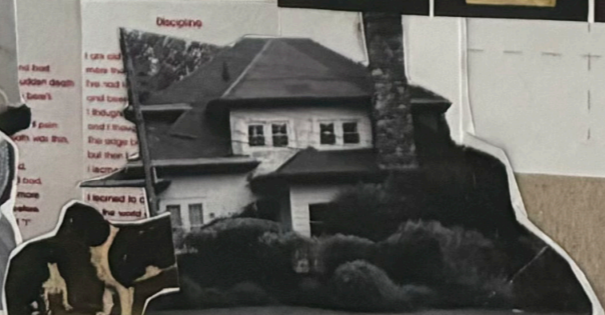
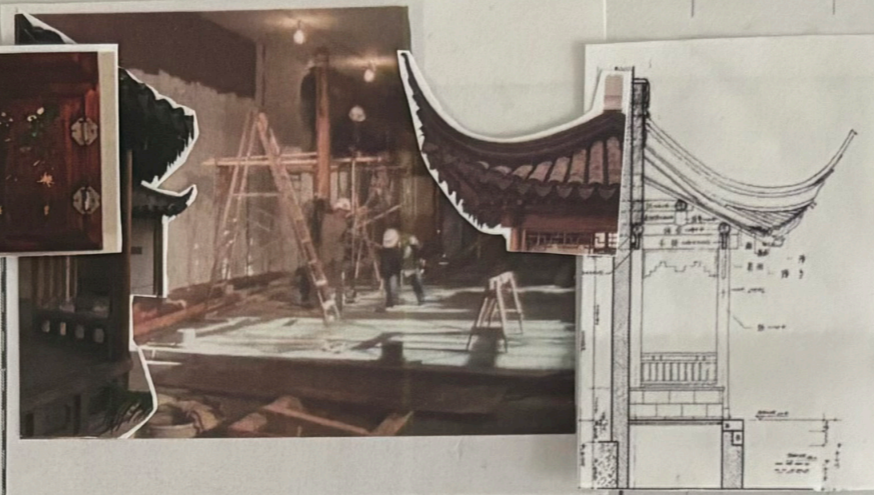
## Plan

The video begins with a slow, deliberate visual mapping of the Astor Court's material features—Lake Tai limestone, nanmu pillars, lattice windows—juxtaposed against archival and textual documentation of their origins and symbolic functions in Chinese landscape tradition. Through voiceover, the narrative situates these elements within a broader critique of museological framing, emphasizing the implications of transplanting cultural artifacts from their original epistemological and spatial contexts into Western institutional environments. The project foregrounds how the act of aesthetic preservation can also constitute a form of ideological abstraction, detaching material heritage from its socio-historical matrix. By interrupting visual continuity with temporal distortion and abrupt sonic shifts, the video resists passive spectatorship and instead prompts analytical engagement.











## Harvest Beyond

### Food reverse logistics

For food, its life starts from growing, and then harvest, then being sent to restaurants and markets, then most of wasted food or unused food will be directly sent into landfill. As we have to consider two categories, we choose food and home improvement, our project focuses on the changing logic of recycling in the TIME dimension, aiming to extend the life cycle of food and home improvement to achieve sustainable resource recycling.

I introduced an on-site waste collection machine, which remolds crushed waste into bricks by using active organisms (mainly mushroom mycelium) as a binder. I want to create a system of reverse logistics majorly in the food industry and provide new possibilities of abandoned materials.

Group Work

2024 Fall

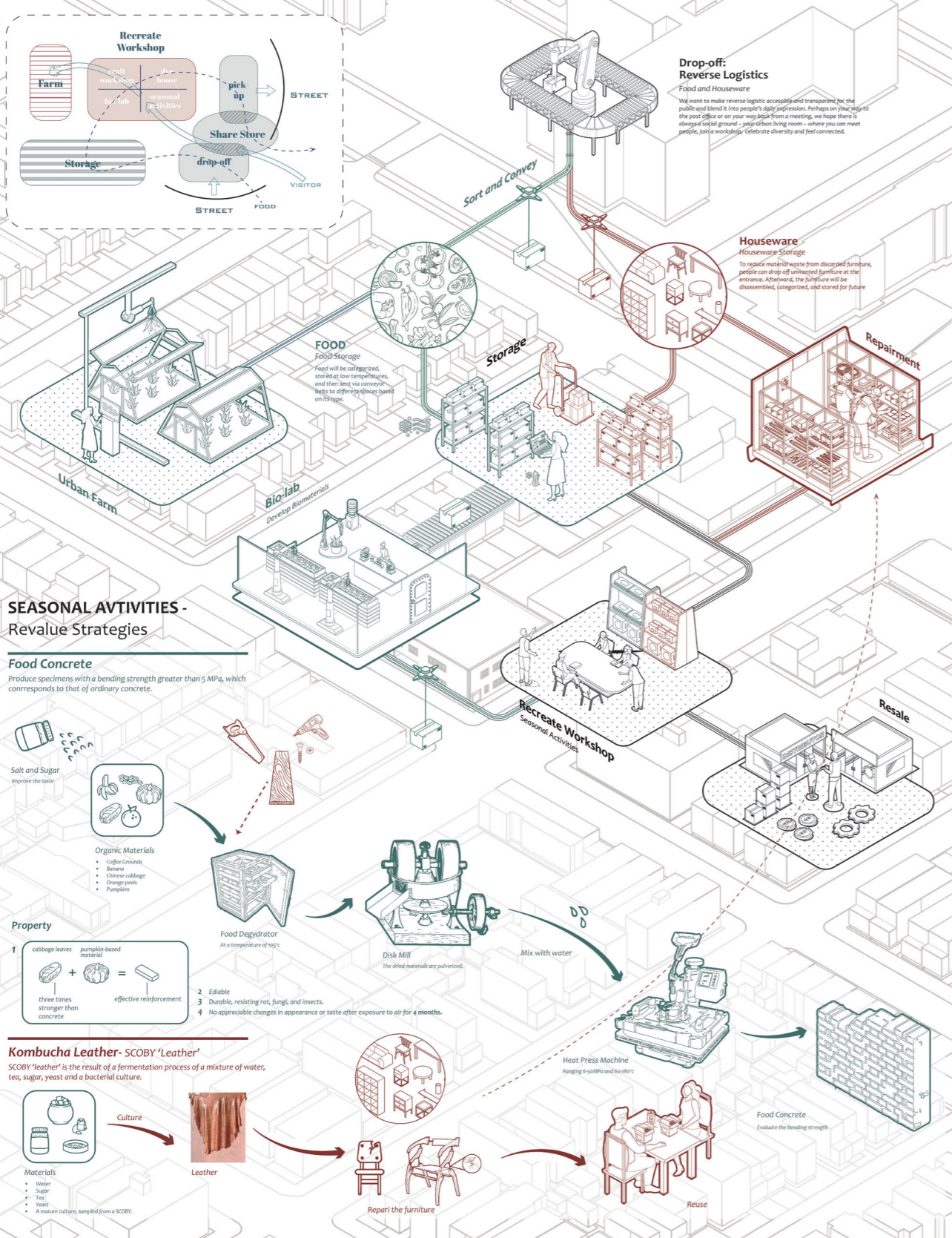
Group member: Shuyi Kong | Anzhi Li

Instructor: Cyrus Peñarroyo

Site: New York

The Food Return Process

REVERSE FOODS AND HOUSEWARES  
Spatial Sequences of Returned Foods and Housewares



Waste Management



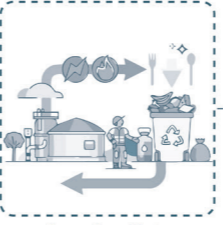
Food Scrap



Food Rescue



Compost



Energy From Waste



Disposal/Landfill

Category of waste food



SHAPE

Ugly or Oddly Shaped fruits and veggies



DATE

Upcoming sell-by or expiration dates (food is often still safe to eat)



OVERPRODUCTION

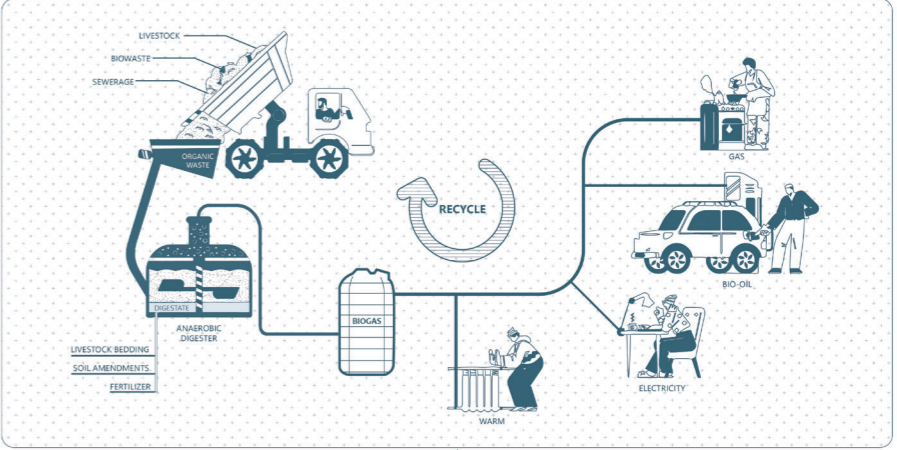
Overproduction at farms (e.g. manufactured for a holiday that has now passed)



DAMAGED

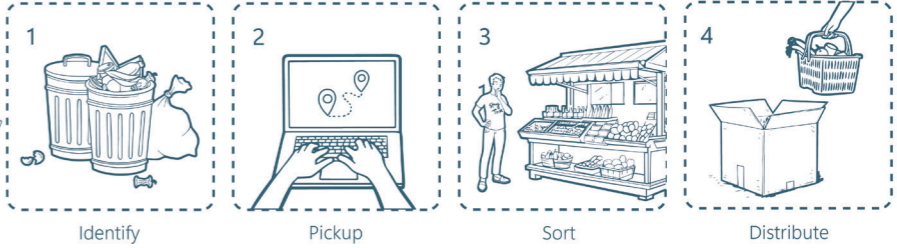
Food getting damaged during transport

Organic Waste Recycle

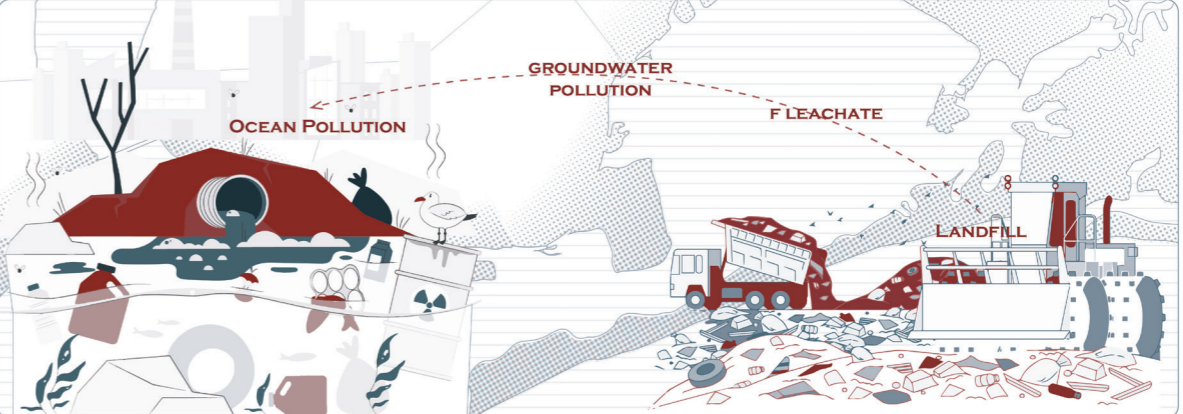


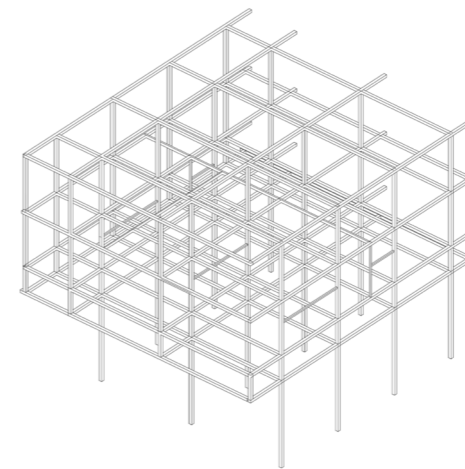
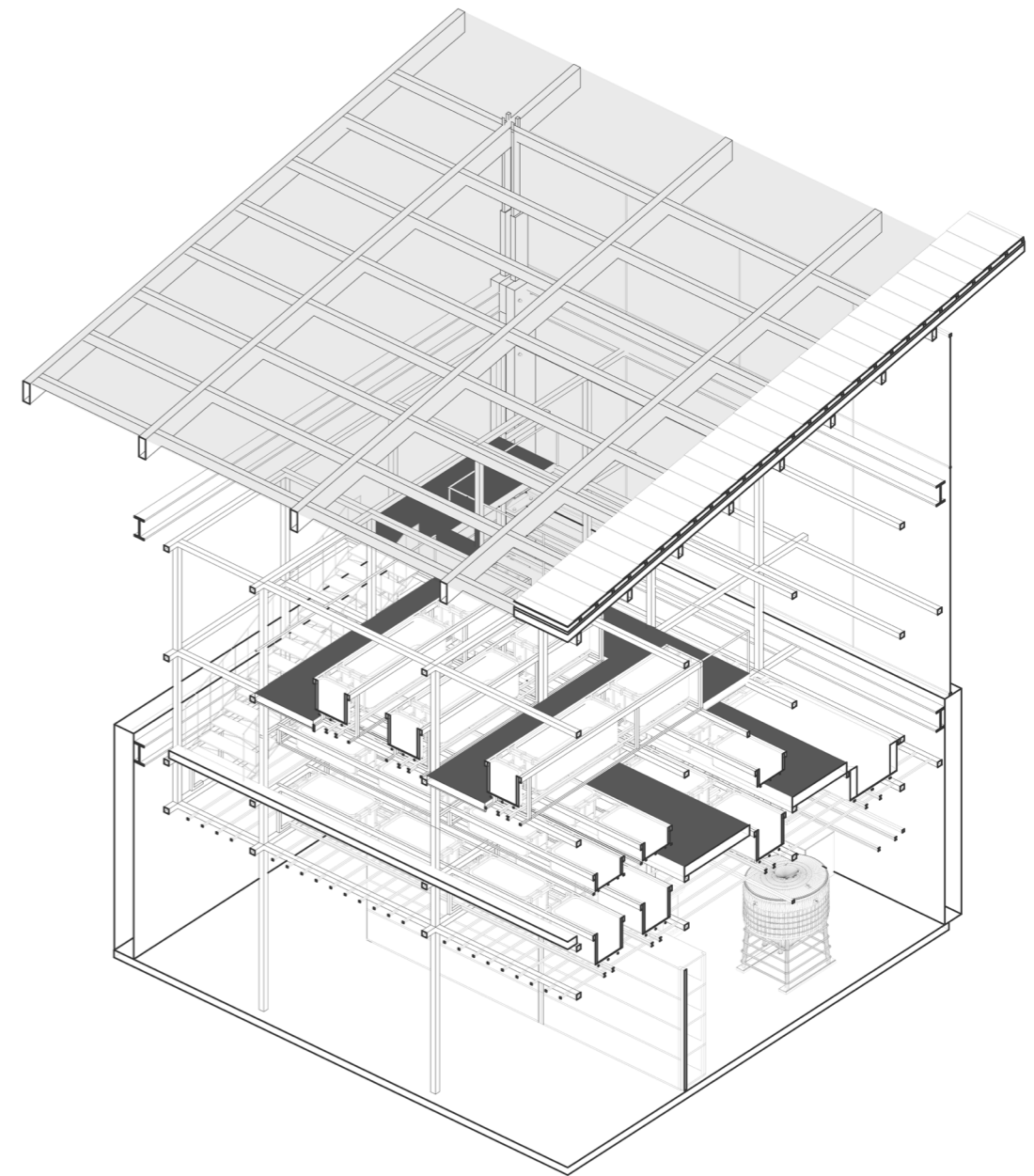
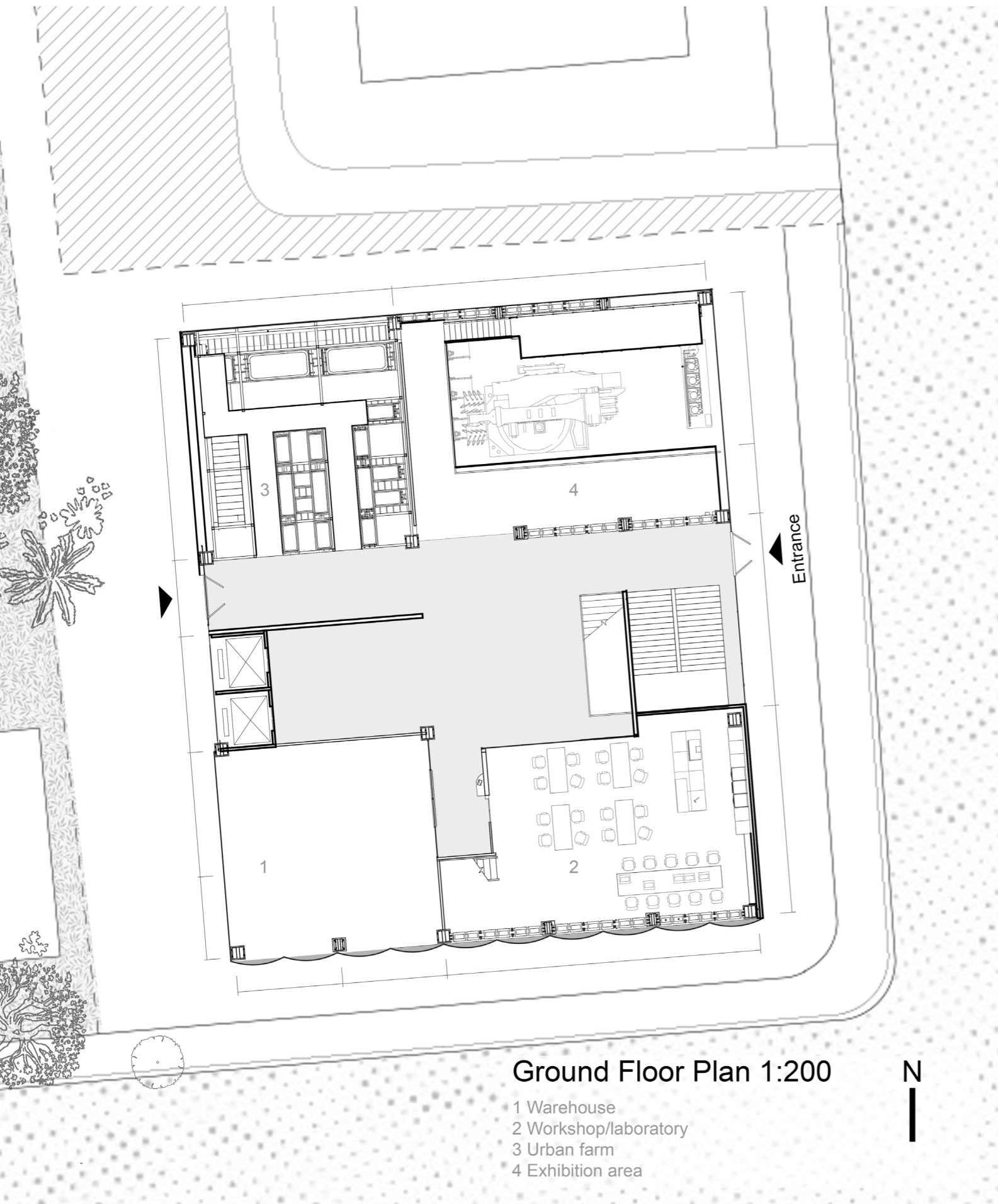
Food Rescue

Food Recovery Network  
Divert more than two million pounds of wasted food from landfills to



Landfill Pollution





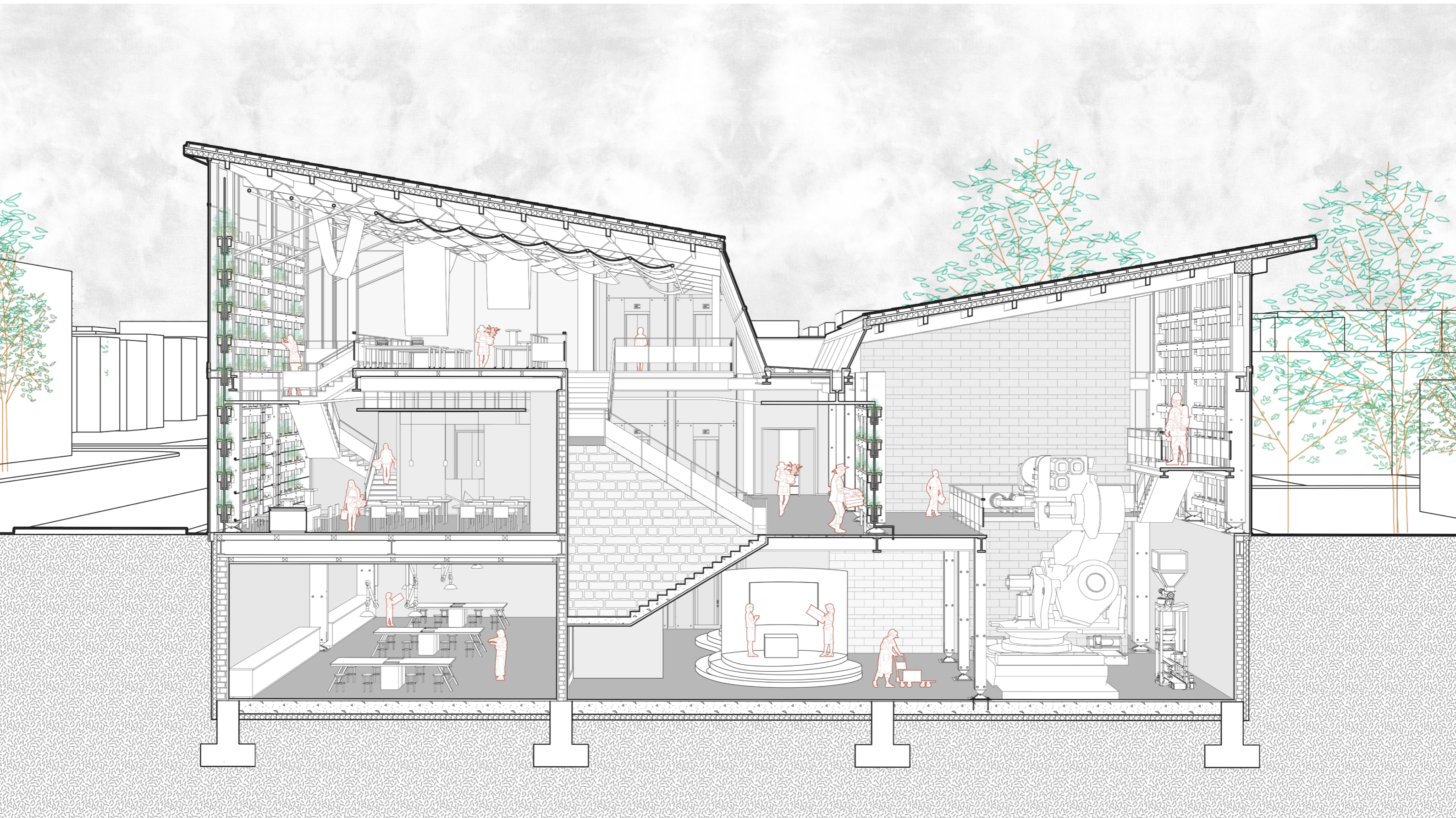
### Planning of the urban farm

Category 1: .Supporting laboratory research  
types: cabbage, onion, orange.

Characteristics: Longer maturation period, mainly used for laboratory 'food concrete' research, exploring the feasibility of combining food waste with construction materials.

Category 2: Supporting Education and Interactive Experiences  
types: strawberry, cucumber, cherry tomato.

Characteristics: Short ripening cycle (about two months), suitable for children and teenagers to provide planting experience education, so that they can understand the whole process of crops from sowing to harvesting.





## Chasing Light

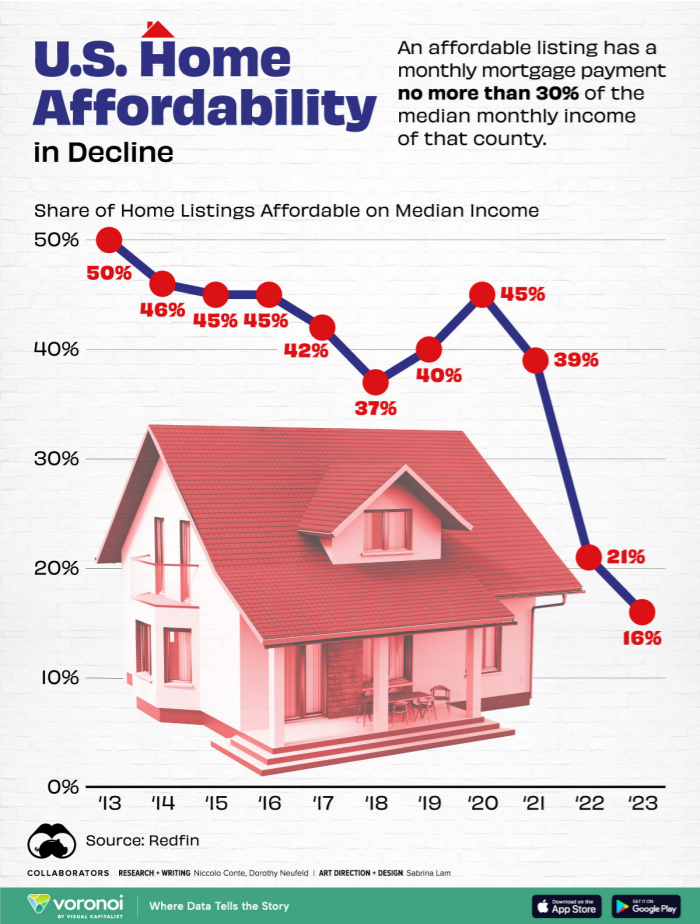
### Single family housing

This studio and seminar operate as a GSAPP Clinic, offering a critical investigation into the role of Private Equity in the Single-Family Rental housing market and its broader impact on housing scarcity. Through analysis and design, the work addresses how housing can be reimagined at scale in response to economic pressures, social inequity, and the shifting landscape of renewable energy and its emerging economy.

Our project focuses on the single-family home as a site for both spatial and environmental transformation. It proposes a new housing model that integrates solar energy not only as a source of power but as a design principle. Sunlight is used to shape how the home feels, moves, and glows throughout the day, creating a living environment defined by changing light, warmth, and atmosphere. By responding to natural cycles and embedding energy generation into the architecture, the home becomes both a shelter and a sustainable engine for the future.

Group Work  
2025 Spring  
Group member: Shuyi Kong | Zequan Yu  
Instructor: Michael Bell  
Site: Charlotte

Scarcity



U.S. home affordability has declined sharply over the past decade, with only 16% of listings affordable in 2023 compared to 50% in 2013. This drop reflects rising home prices and mortgage rates, making homeownership increasingly inaccessible for many Americans.

Private Equity



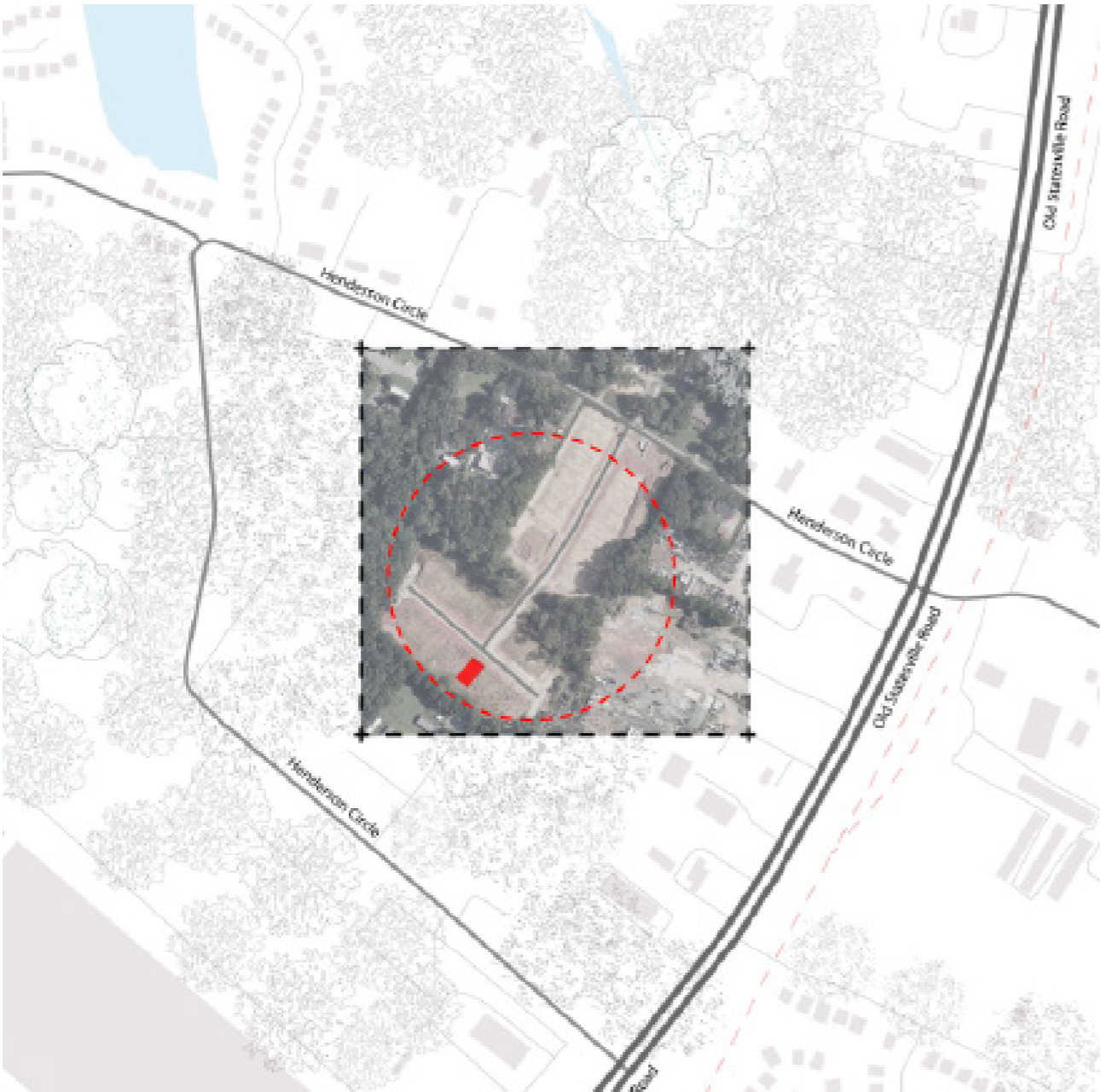
**Institutional ownership in North Charlotte**  
About 12 per cent, and the Buy-to-Rent model is common. PE holds a large number of student flats and low cost housing.

**Homeownership in South Charlotte**  
Neighbourhoods with high levels of owner-occupancy (typically >70%) are concentrated in high-income areas or historic preservation neighbourhoods.

Year	Share of Affordable Home Listings	U.S. Median Sale Price on New Home	Average 30-Year Fixed Mortgage Rate
2023	16%	\$427,400	6.81%
2022	21%	\$457,800	5.34%
2021	39%	\$397,100	2.96%
2020	45%	\$336,000	3.10%
2019	40%	\$321,500	3.94%
2018	37%	\$326,400	4.54%
2017	42%	\$323,100	3.99%
2016	45%	\$307,800	3.65%
2015	45%	\$294,200	3.85%
2014	46%	\$288,500	4.17%
2013	50%	\$268,900	3.98%

Source: <https://ui.charlotte.edu/story/wall-street-backed-landlords-now-own-more-11000-single-family-homes-charlotte/>  
Source: <https://bestneighborhood.org/best-neighborhoods-charlotte-nc/>

Site



Premier Property Solutions  
Total Property Owned: 253,800 Sqft

4032 Bufflehead Dr, Charlotte, NC 28269  
House Type: 3 Bedrooms 2.5 Bath 1,750 Sqft  
Lot Size: 4,356 Sqft  
Built Year: 2024

Exterior Wall (R=21.29)

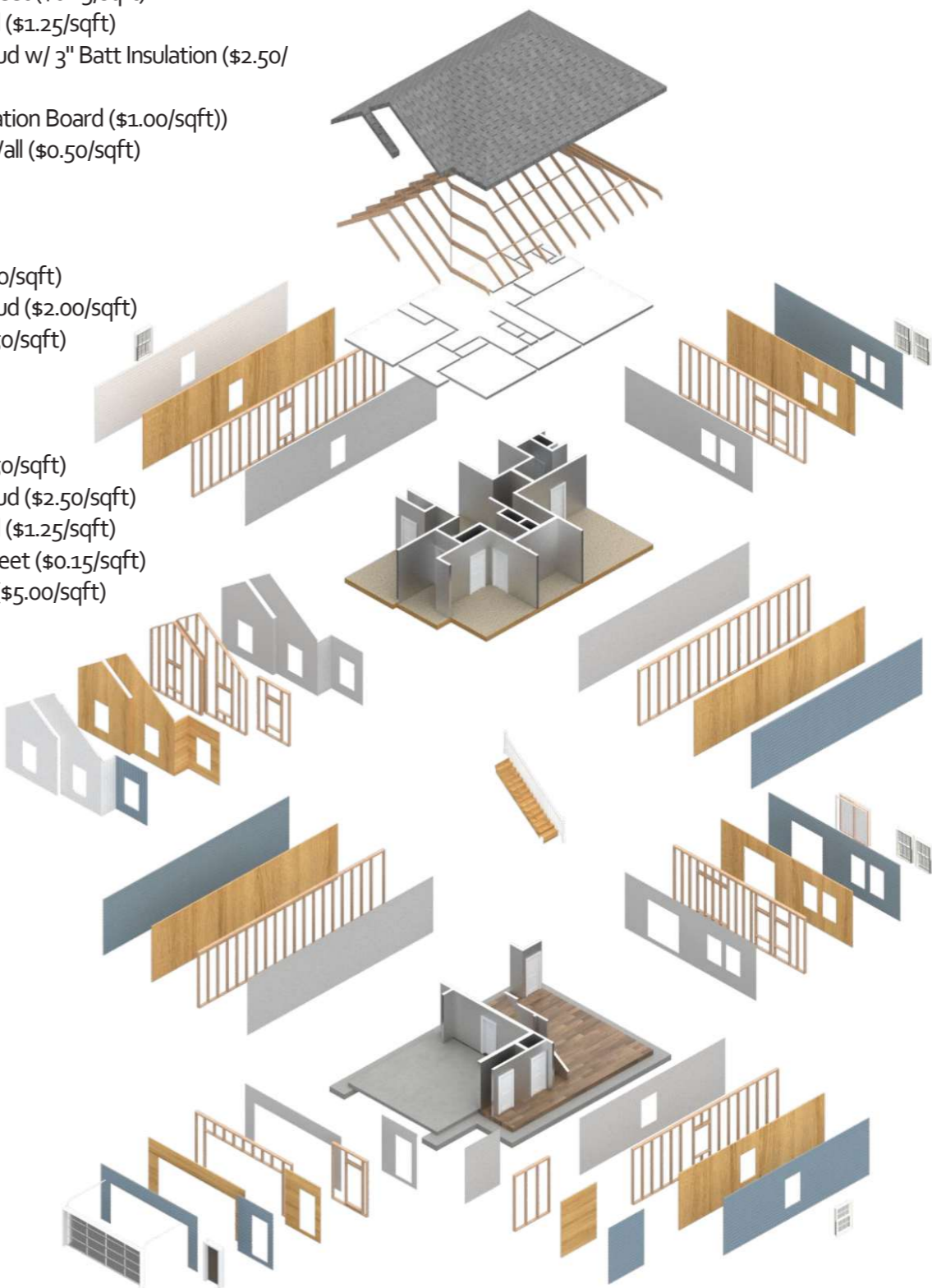
- Exterior Finish: 1/2" Vinyl Siding (\$0.75/sqft)
- Air Layer
- Water Barrier: Tyvek Sheet (\$0.15/sqft)
- Sheathing: 1/2" Plywood (\$1.25/sqft)
- Structure: 2x6 Wood Stud w/ 3" Batt Insulation (\$2.50/sqft)
- Insulation: 1" Rigid Insulation Board (\$1.00/sqft))
- Interior Finish: 1/2" DryWall (\$0.50/sqft)

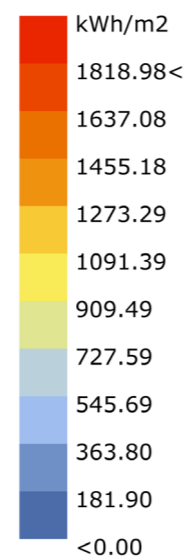
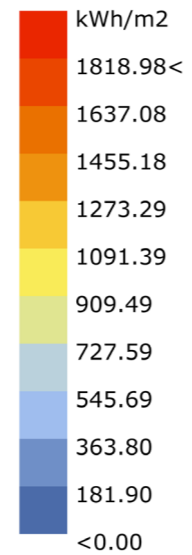
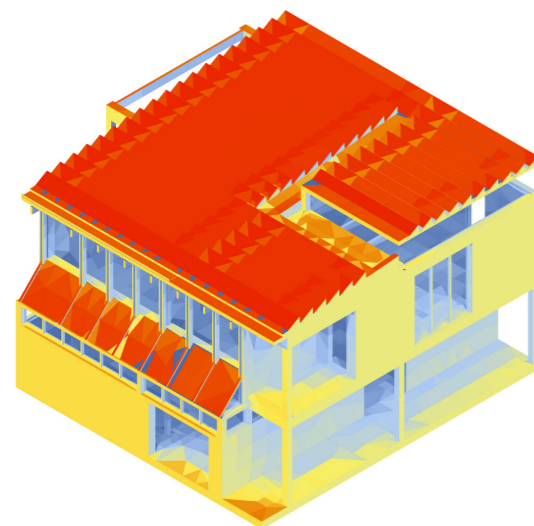
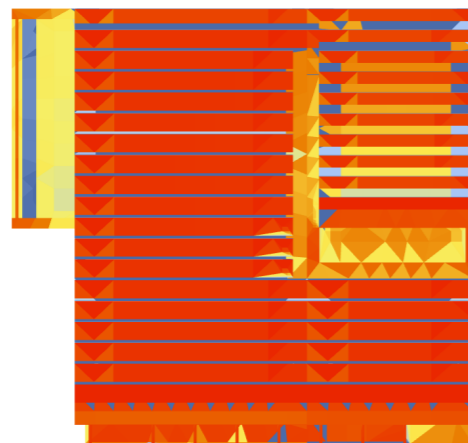
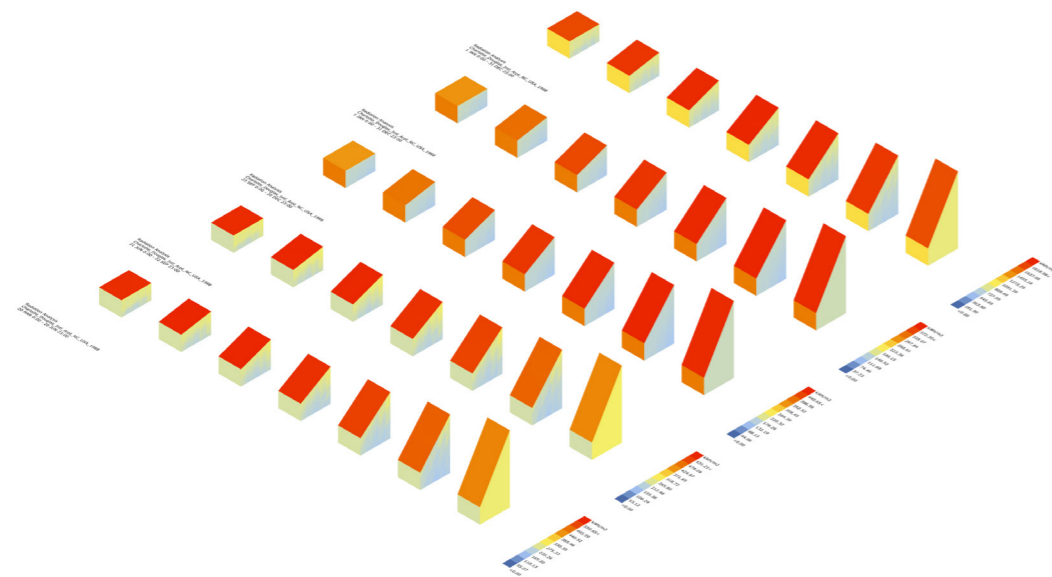
Interior Wall

- Finish: 1/2" Drywall (\$0.50/sqft)
- Structure: 2x4 Wood Stud (\$2.00/sqft)
- Finish: 1/2" DryWall (\$0.50/sqft)

Plumbing Wall

- Finish: 1/2" DryWall (\$0.50/sqft)
- Structure: 2x6 Wood Stud (\$2.50/sqft)
- Sheathing: 1/2" Plywood (\$1.25/sqft)
- Water Barrier: Tyvek Sheet (\$0.15/sqft)
- Interior Finish: 1/2" Tiles (\$5.00/sqft)

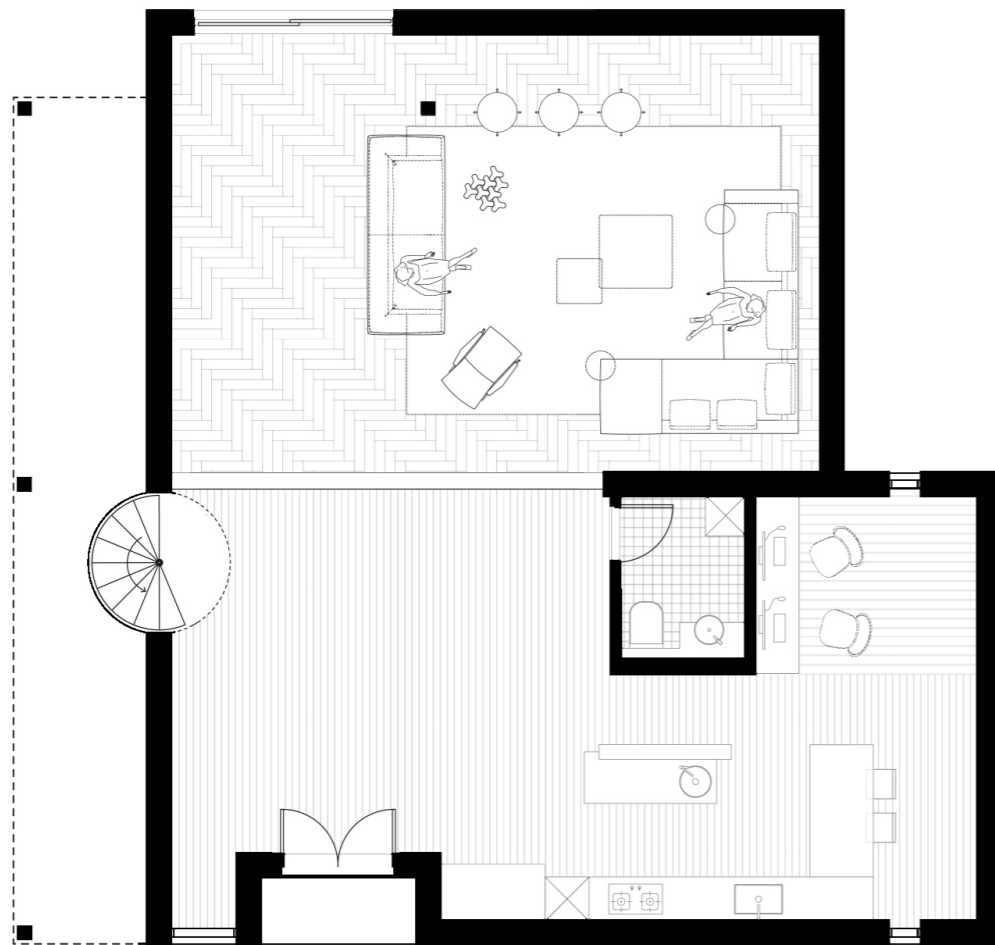




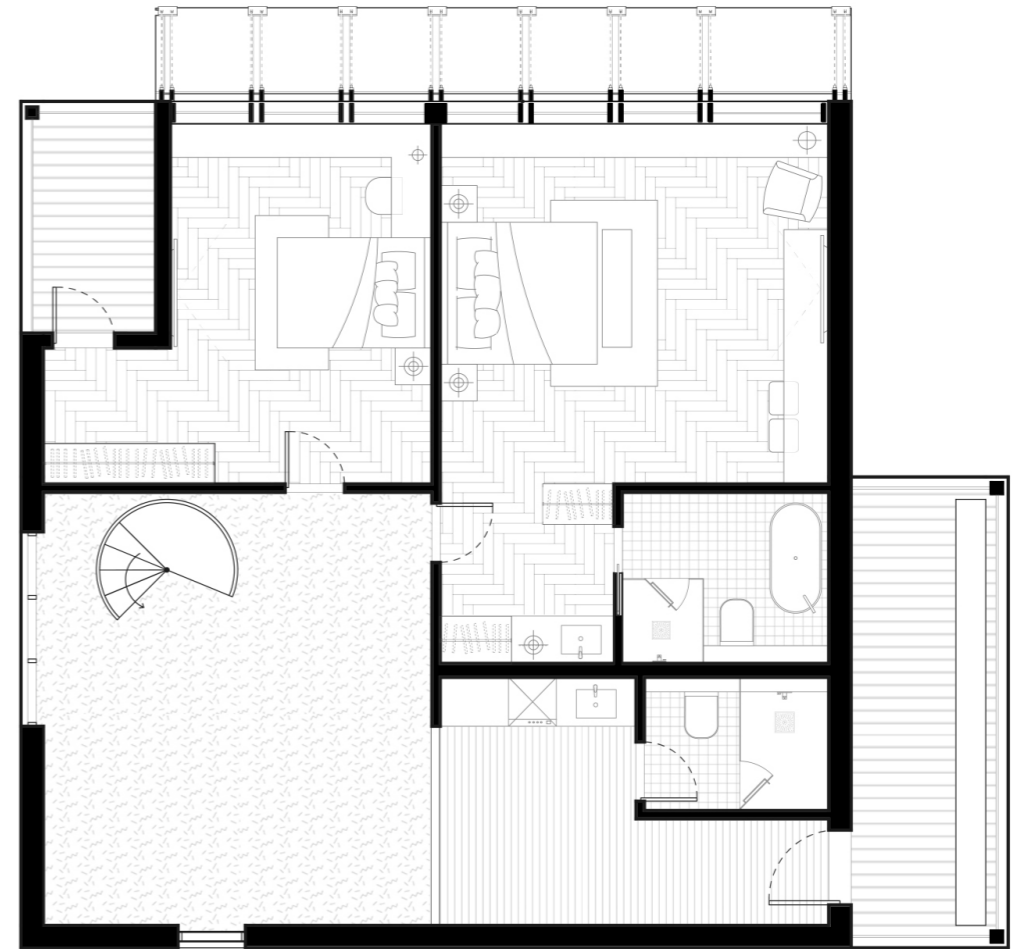
Not just about solar optimism—it's also about playing with light and shadow. How light moves through a space during the day, how it shifts, bounces, and creates moments. It's about using sunlight both as an energy source and as a design tool to shape experience.



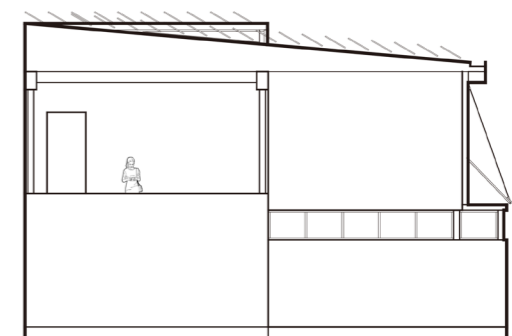
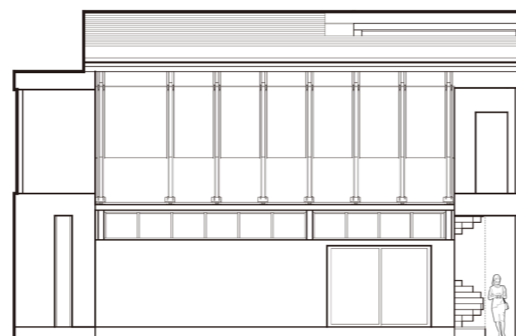
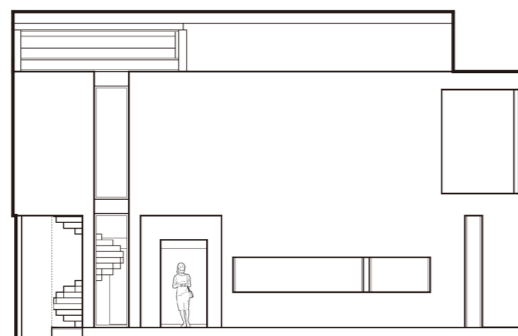
Our program responds to the movement of light throughout the day, using sunlight to shape space and function. Communal areas are placed to capture morning light, while private spaces benefit from softer evening tones. This creates a living environment that moves in harmony with natural light.



FIRST FLOOR PLAN  
N.T.S.



SECOND FLOOR PLAN  
N.T.S.



Compared to the existing housing on the property, where openings accounted for only 4.2 percent of the facade, our design increases the total opening ratio to 24.16 percent. This marks a 20 percent improvement, enhancing natural light, ventilation, and visual connection between interior and exterior spaces.



MORNING



NOON



AFTERNOON

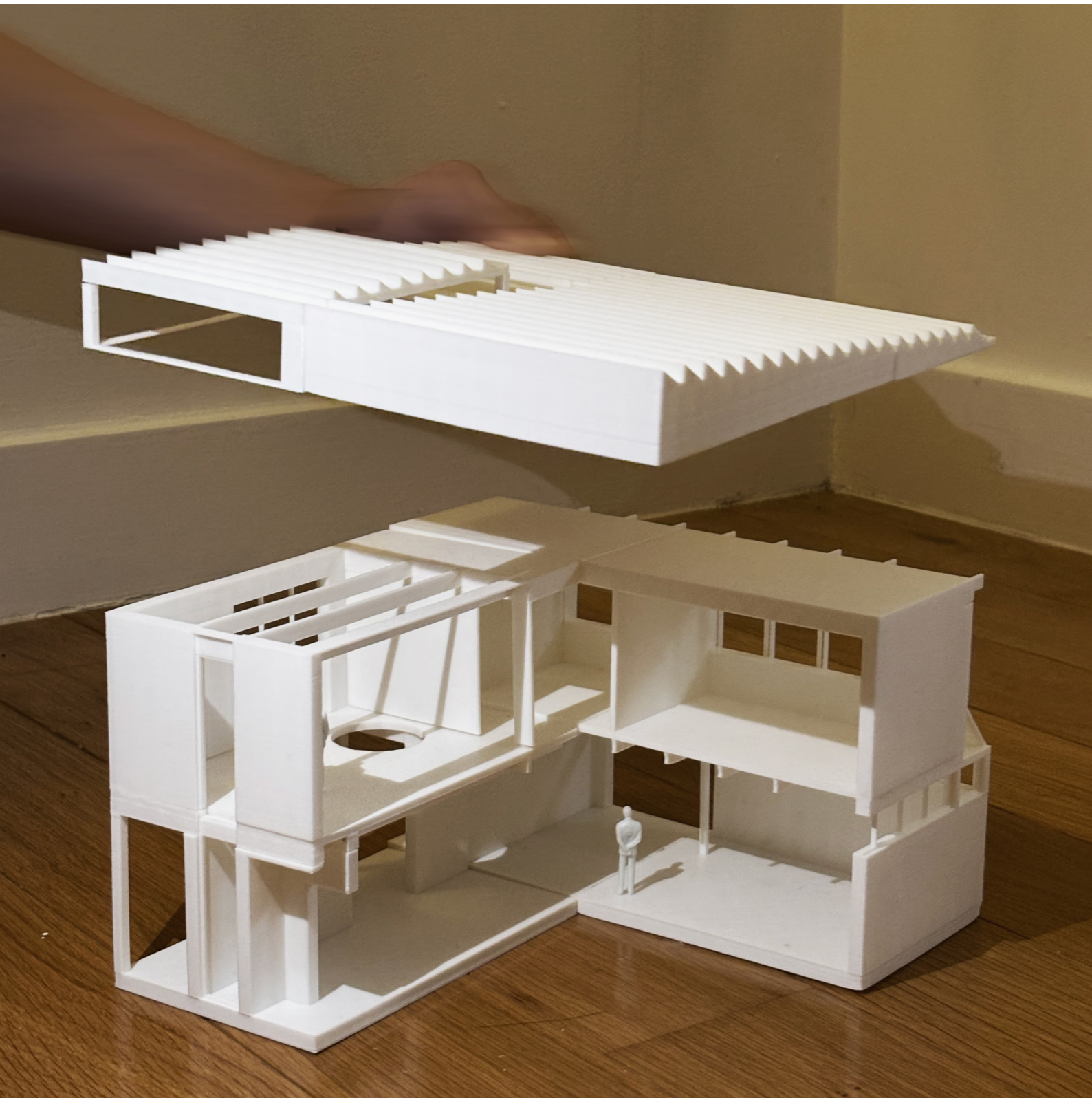


NORTH SIDE ENTRANCE



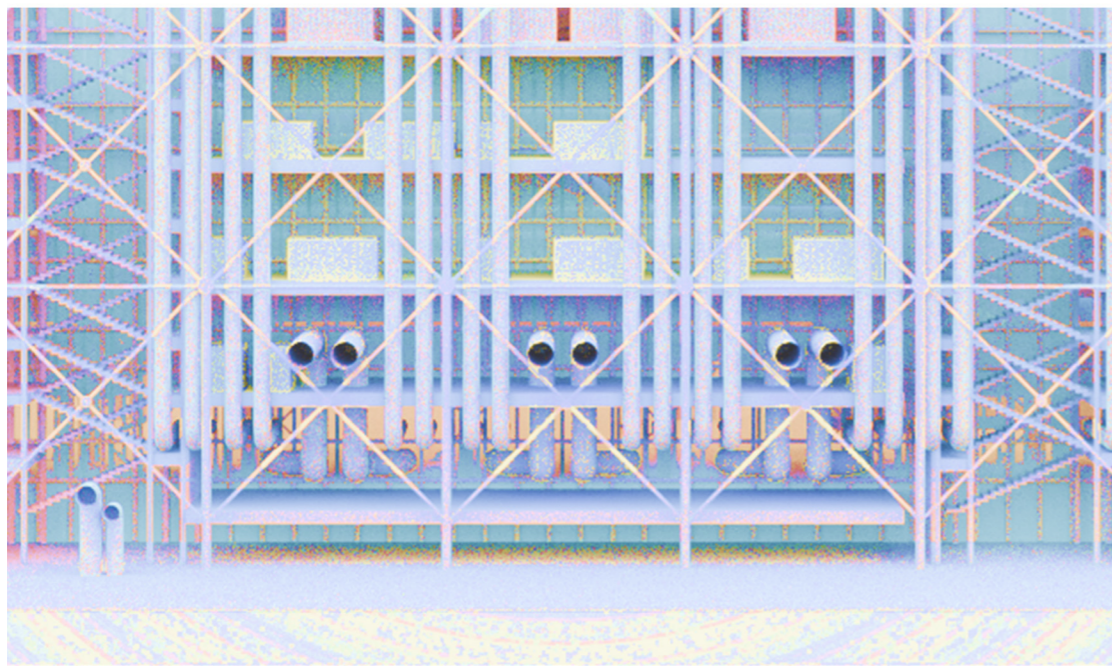
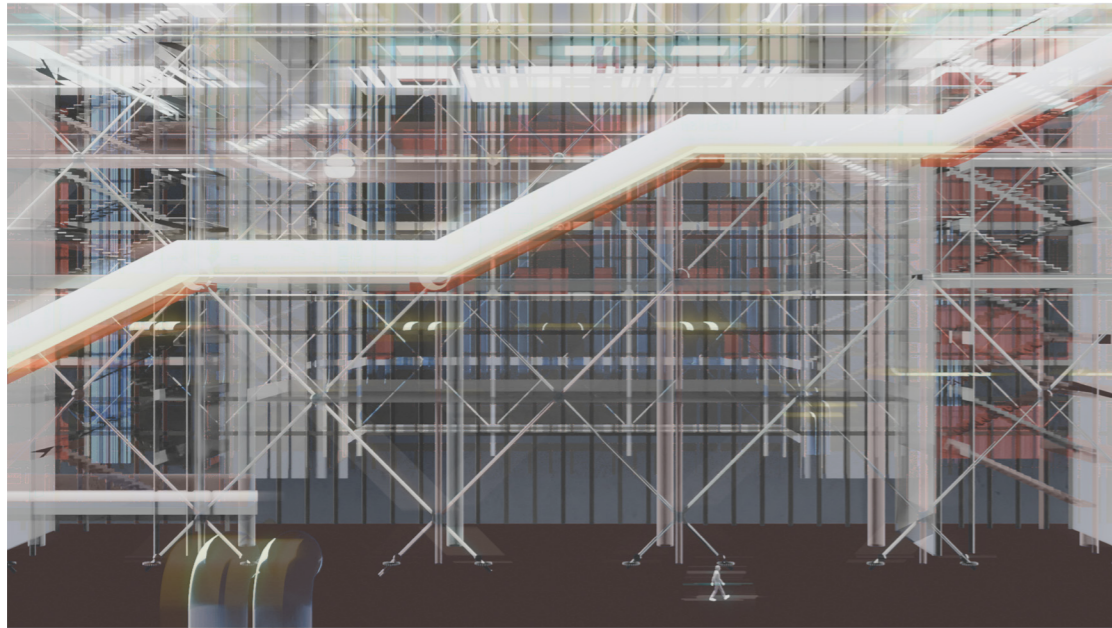
LIGHT GUIDANCE



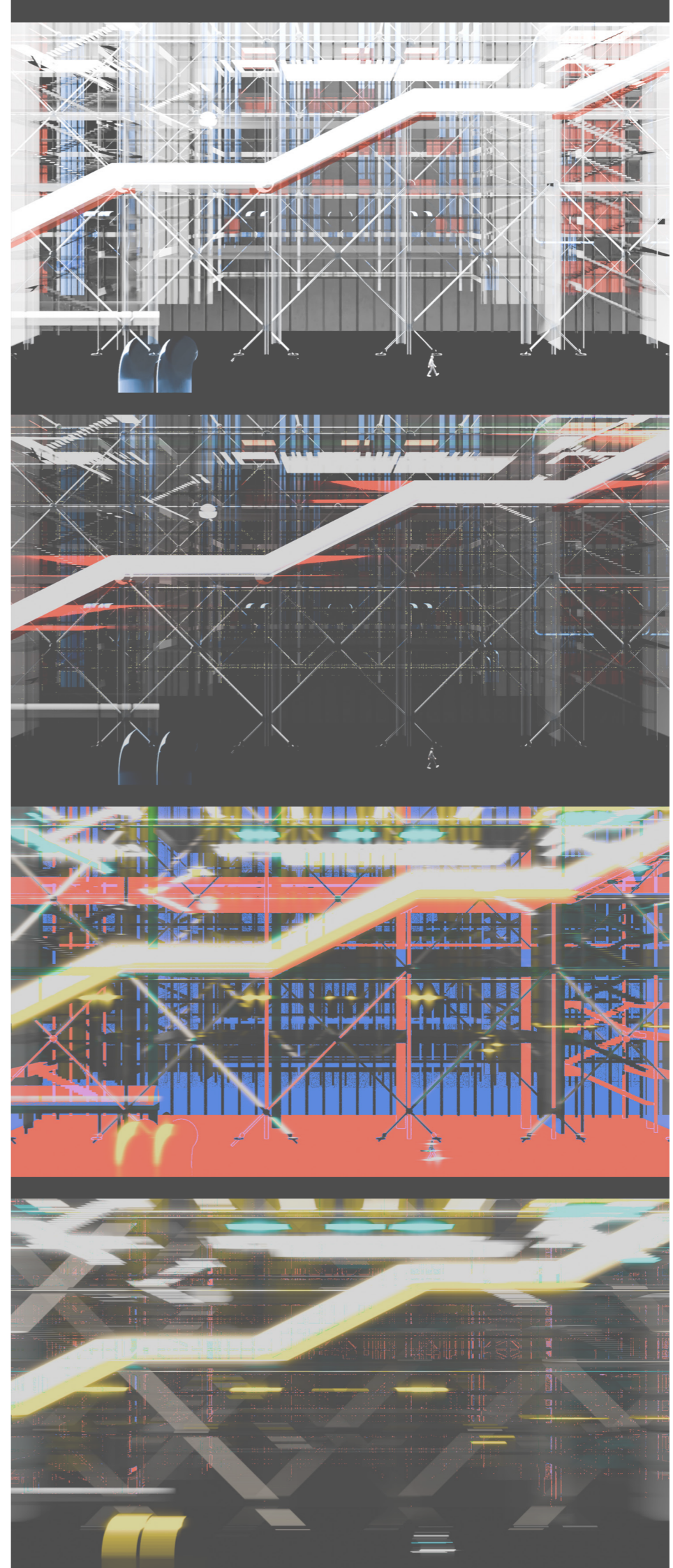


# Rendering Systems

Individual Work  
2024 Fall  
Computational Design Practices  
Instructor: Seth Thompson  
Blender



Rendering Systems proposes that the computational image is a window into a simulated and systematized representation of reality. To create a rendering is, in effect, to create and frame a model of the entire world, from a single grain of sand to the most complicated urban environment.

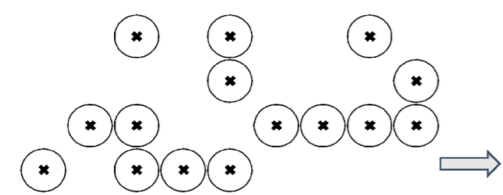


# Design Intelligence

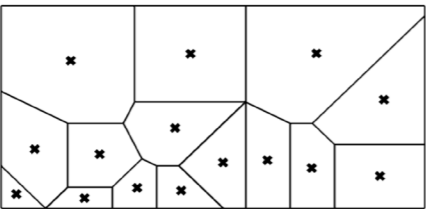
Group Work  
2024 Fall  
Group member: Shuyi Kong | Anzhi Li  
Instructor: Danil Nagy  
Site: New York

## Layout generation

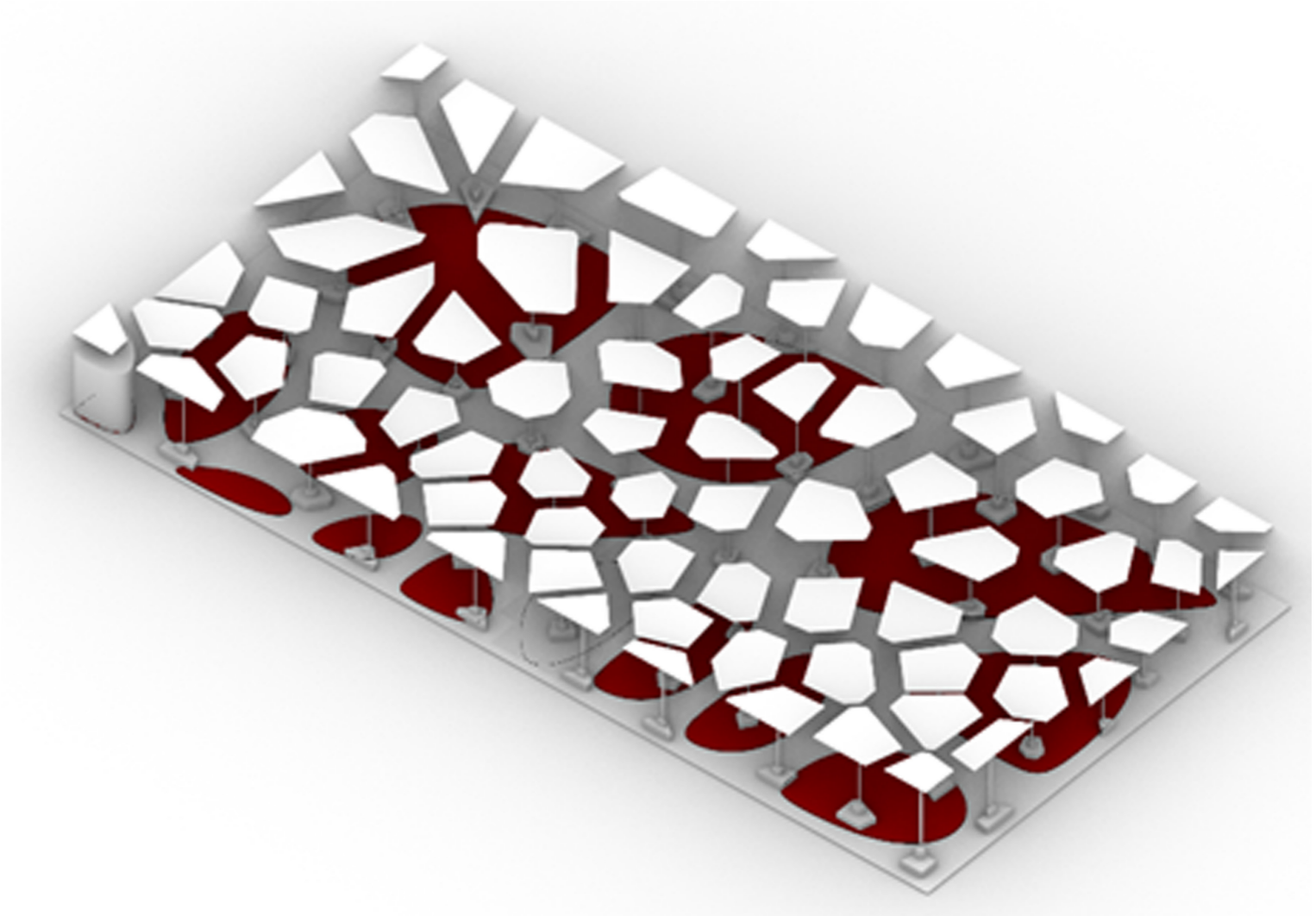
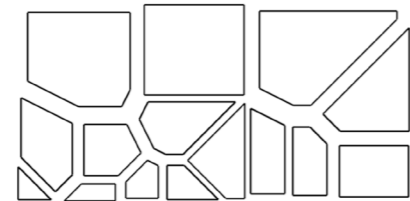
Choose the points by python



Build voronoi

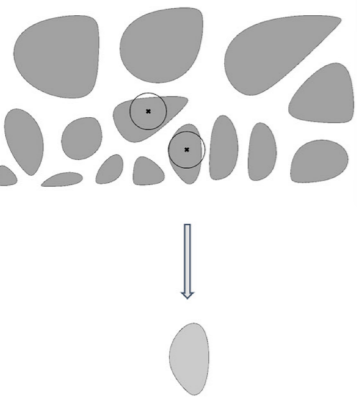


Build curve boundaries

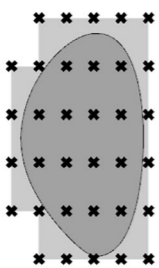


## Terrain generation in dog parks

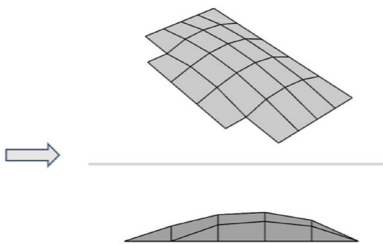
Select area of dog park- closest point



Build mesh, set anchors



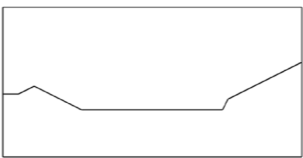
Use Kangaroo built terrain



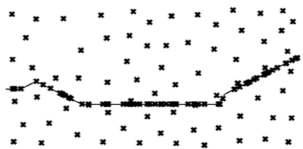
## Umbrella-like structure generation

Umbrella-like structure with height variation along the path.

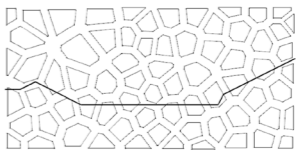
Determine the main path



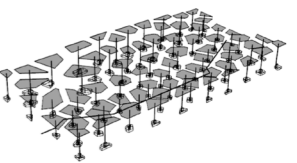
Closest points



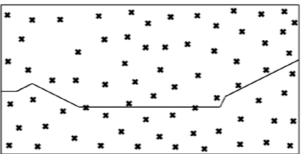
Remap the distance to the area of voronoi



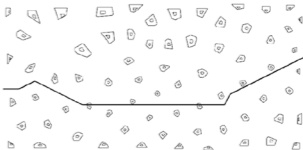
Remap the distance to the height: closer-lower/further-higher



Randomly select points



Structure and seats



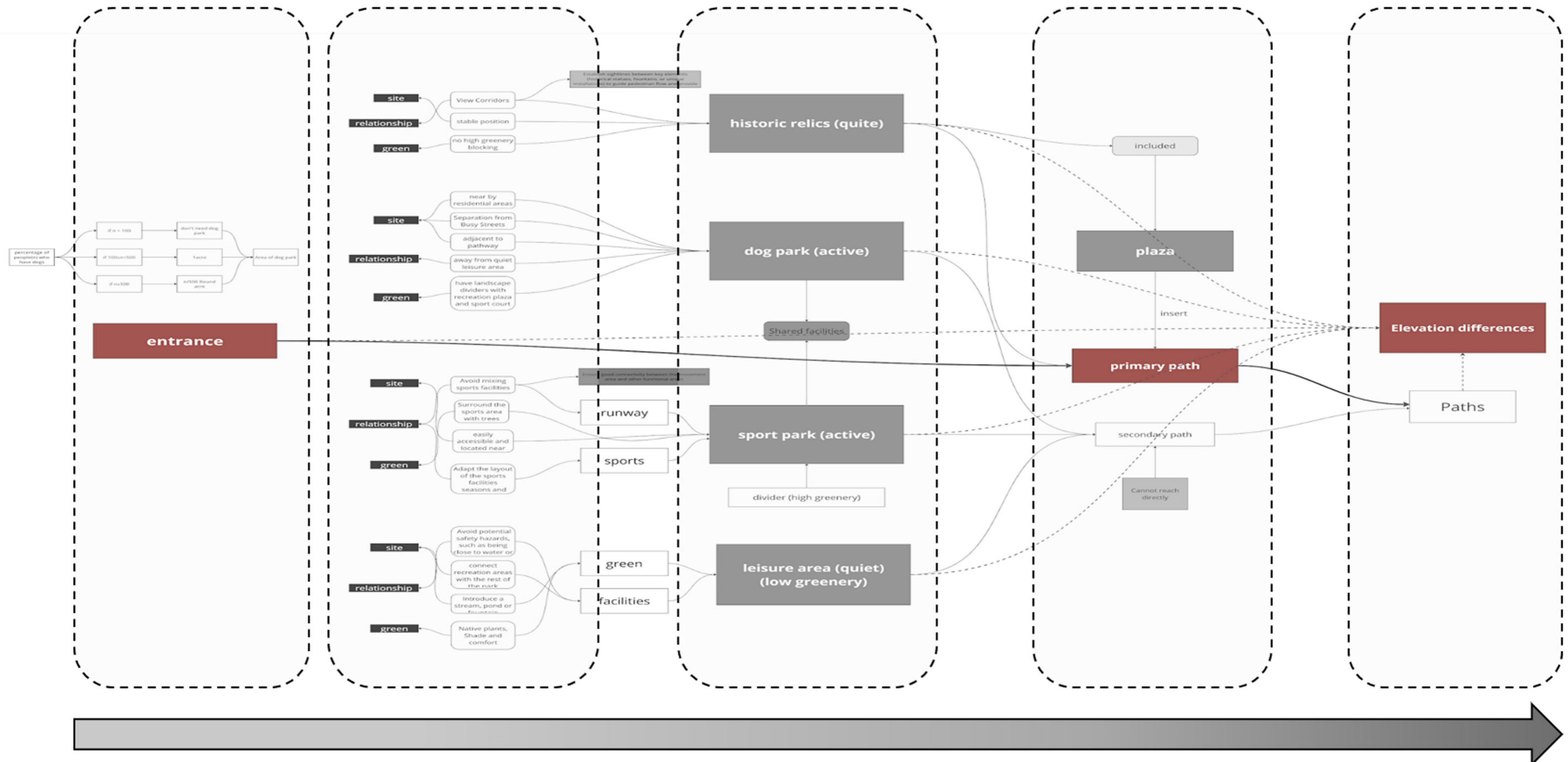
## Establish Site Boundaries and Entrance

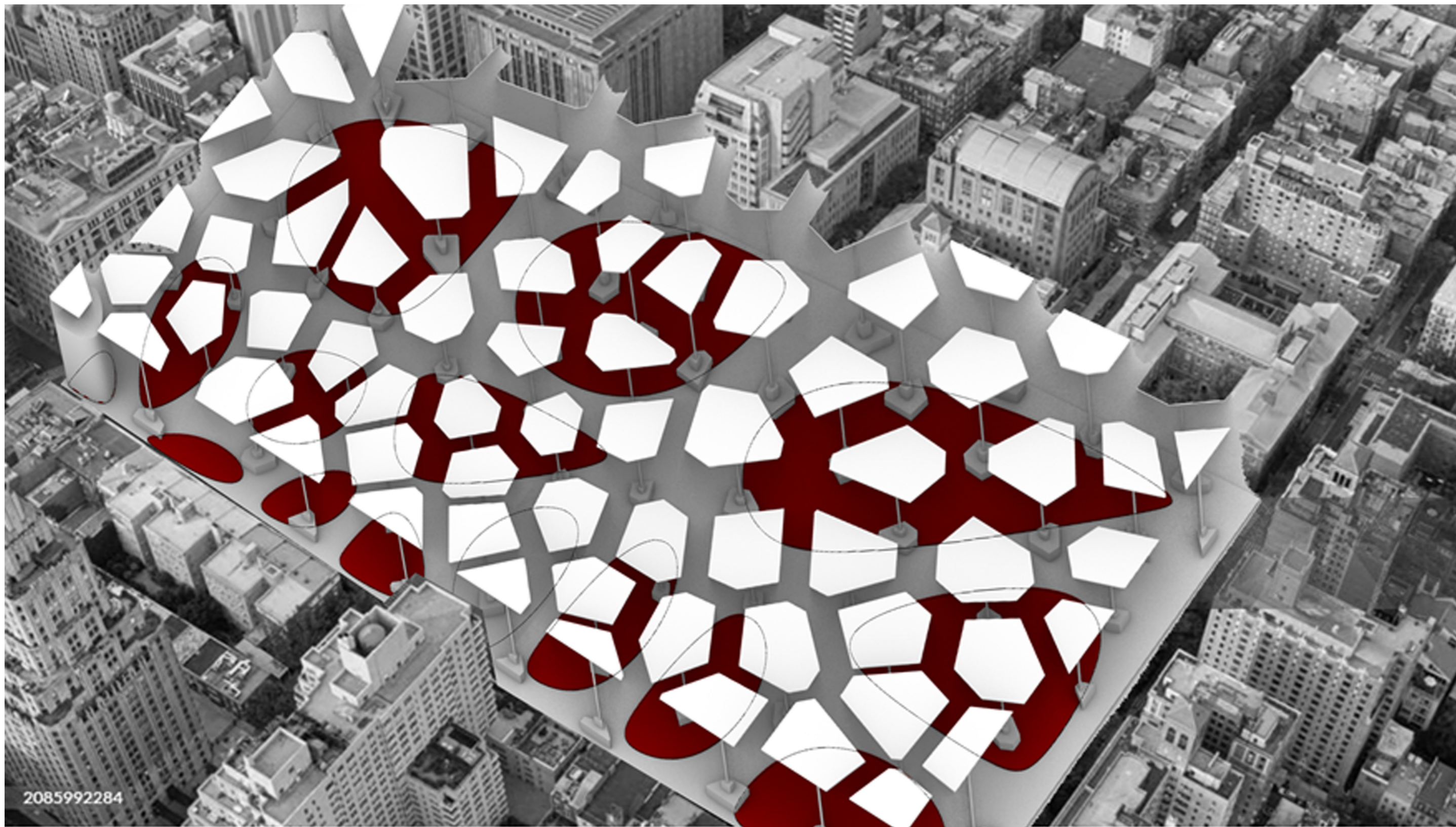
## Define Parameter Relationships

## Define Major Functional Zones (parameter)

## Generate Path Network

## Terrain Management





2085992284

# PORTFOLIO

Shuyi Kong