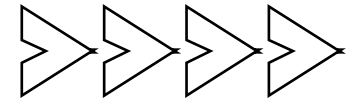


GSAPP 2023-2024

Yishu Yu Selected Work

CONTENT



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MACHINE SPEAKING

Retracing, Rethinking and Reusing About the AT&T Longlines Building/ NYC, NY

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THE BRIDGE

Dis/Abling Architecture: States of Play/ Copenhagen, Denmark

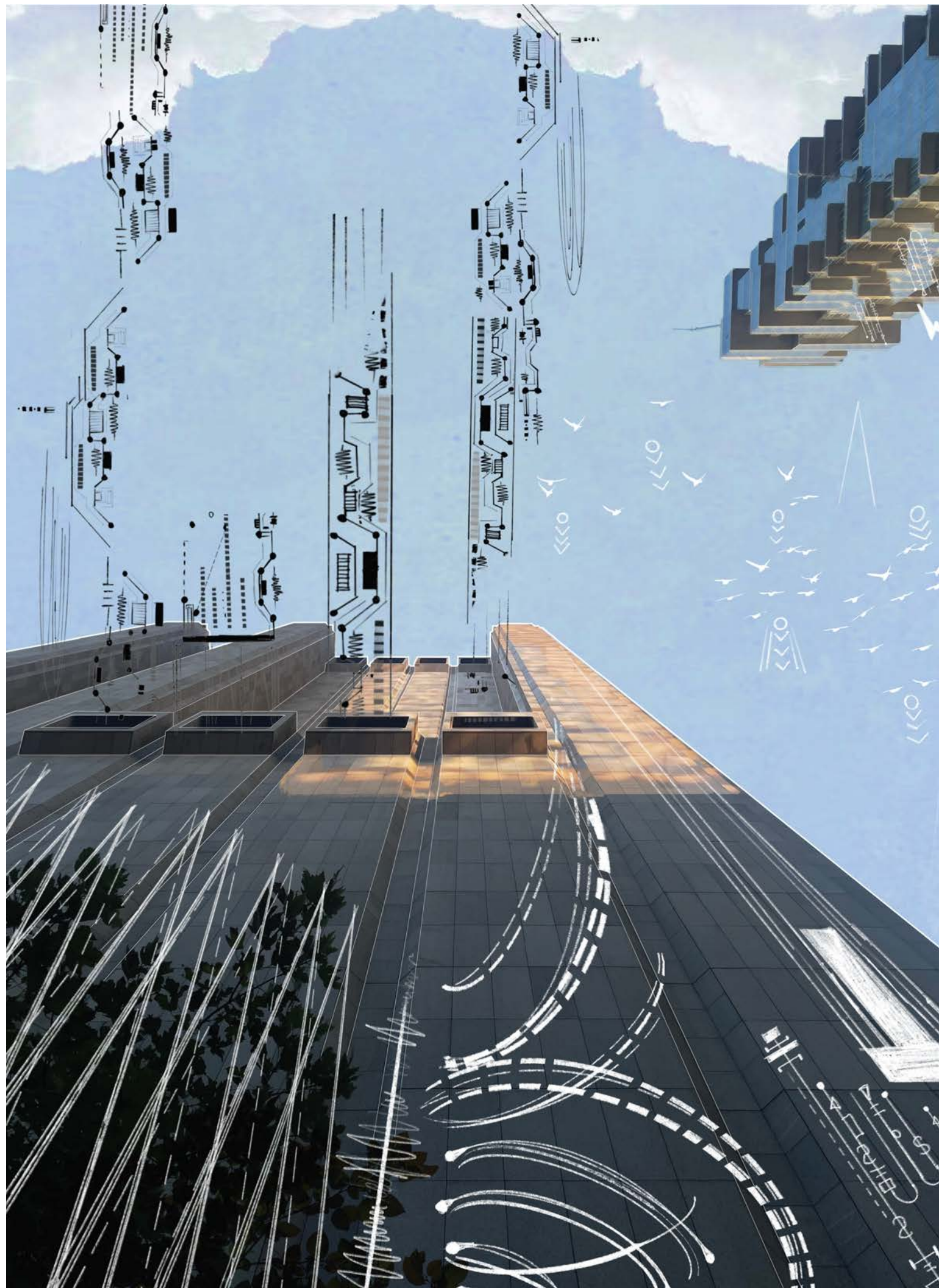
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TIKTOK GO

Consumerism Architecture of Post-digital Period/ NYC, NY

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MACHINES SPEAKING

Retracing, Rethinking and Reusing About the AT&T Longlines Building

Sonic Performance Space Design through the inspiration of deep listening

Site: New York City, USA

Individual work

Instructor: Mario Golden

All the drawings shown here were done by me.

Design Tools: Rhino, V-ray, Grasshopper and Photoshop

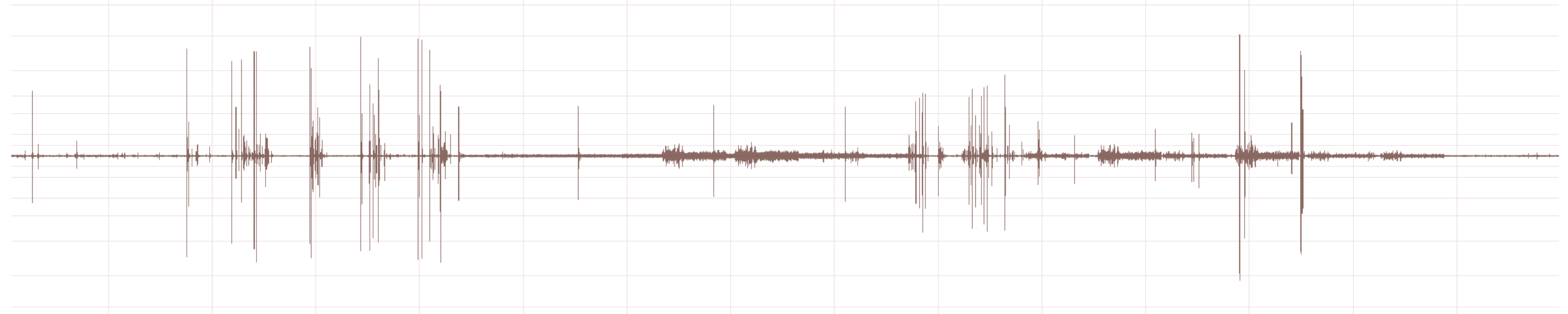
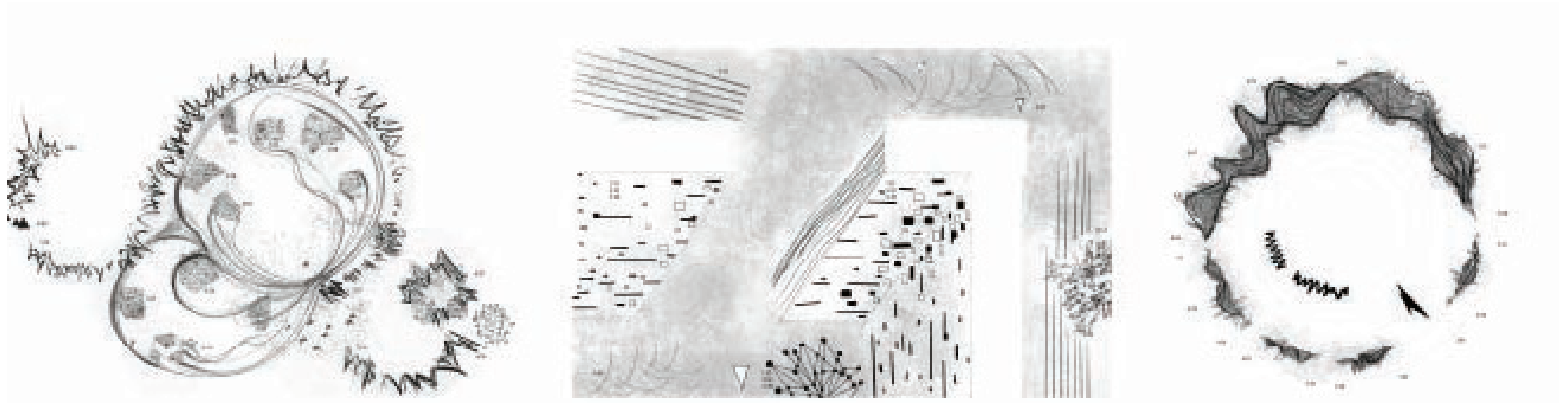
AT&T Longlines Building was designed with thick concrete wall to enhance the interior information security. Although people usually think this no-window building is silent, the sound of machines inside always escape from the interior through mechanical openings located on the 10th level. The performance space will take the space of the 10th mechanical level. The architecture intervention will turn the “silent” AT&T Building into an instrument that performs different kinds of machine operating sounds. The project will become a library that archive of the Modernity inside of the AT&T Building.

How can you learn its interior spaces with a completely enclosed architectural system? With constant “silence”, we ignored its appearances, we forgot its functions, we missed its sounds.

Its sounds do not blend with ambient sounds but exist as two parallel lines of sound.

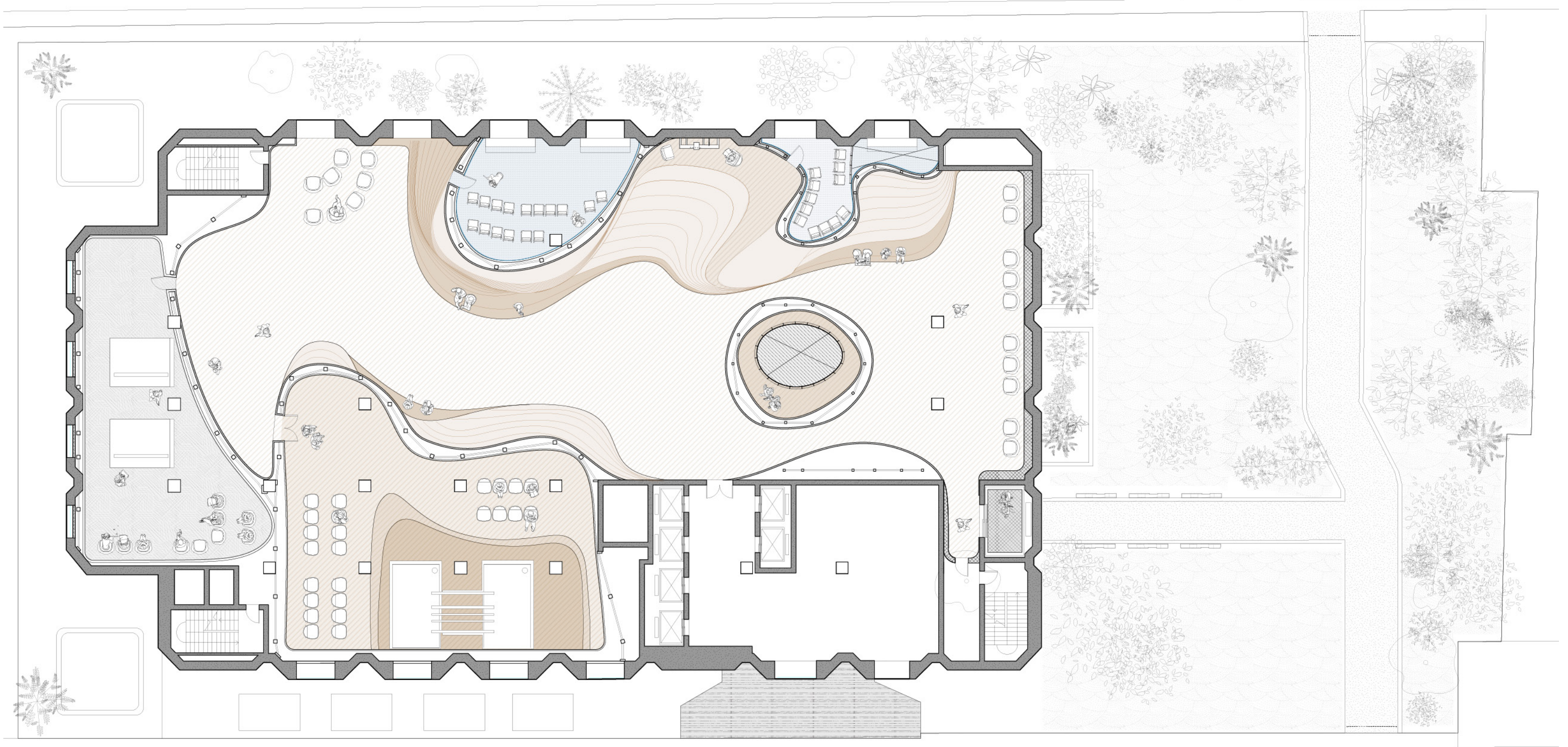
It serves as background elements alongside the sounds of the surrounding environment.

What are the machines speaking?



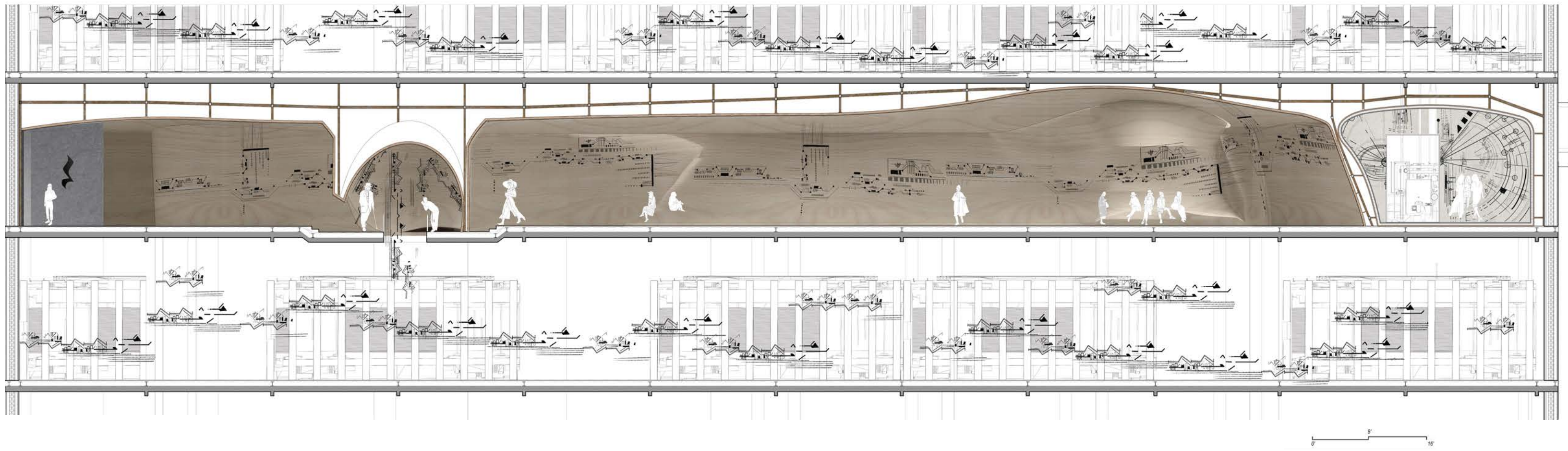
Concept Analysis: Score Inspiration Diagrams

Tells the spatial organizations and material setting up



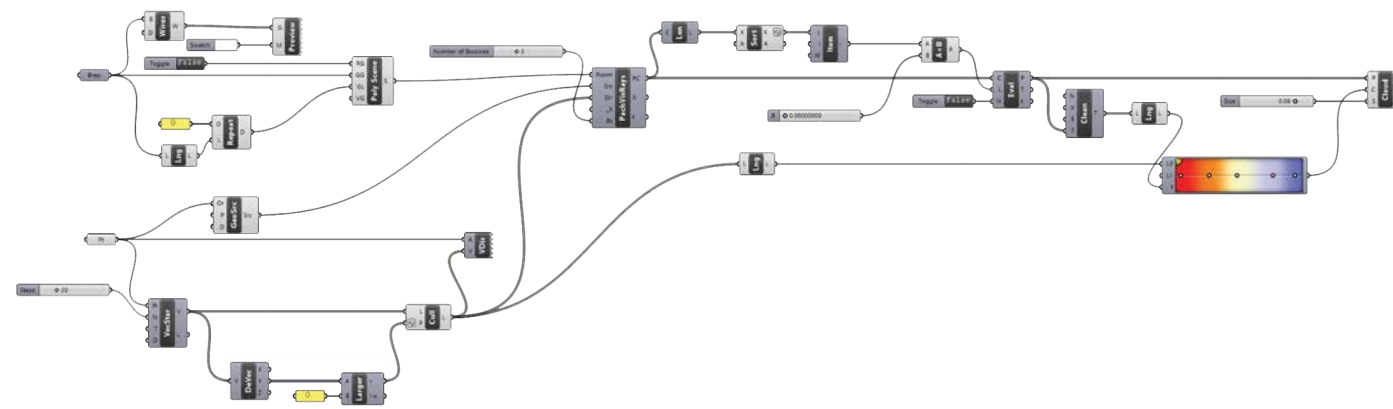
Plan

Tells the spatial organizations and material setting up



Section

With the Designed Machines' Sound Scores Transfers in the Spaces



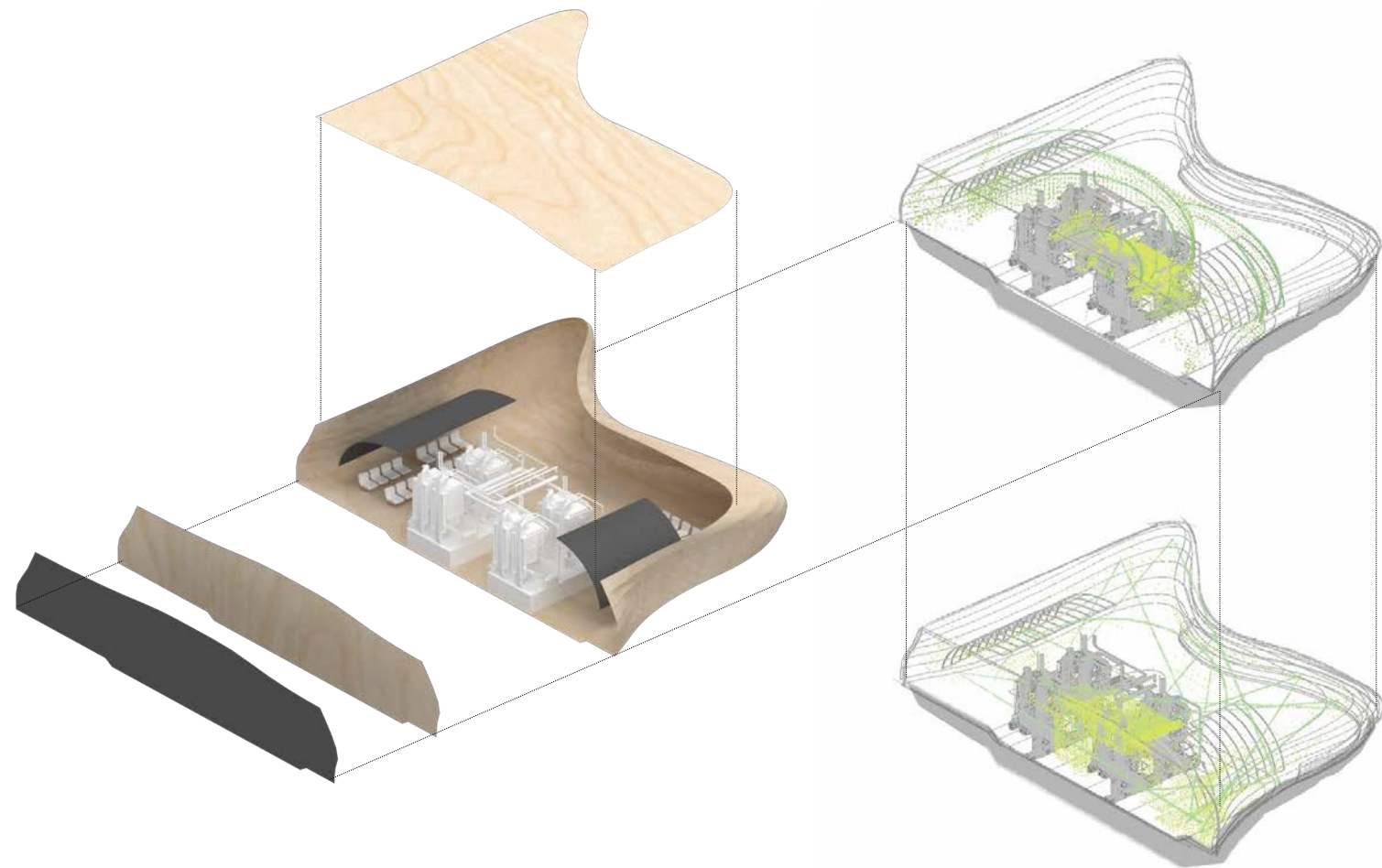
Set up the designed performance space
spatial shapes, material and construction

Define the sound resource
frequency, loudness and sound's position

Generate the spatial acoustic analysis result

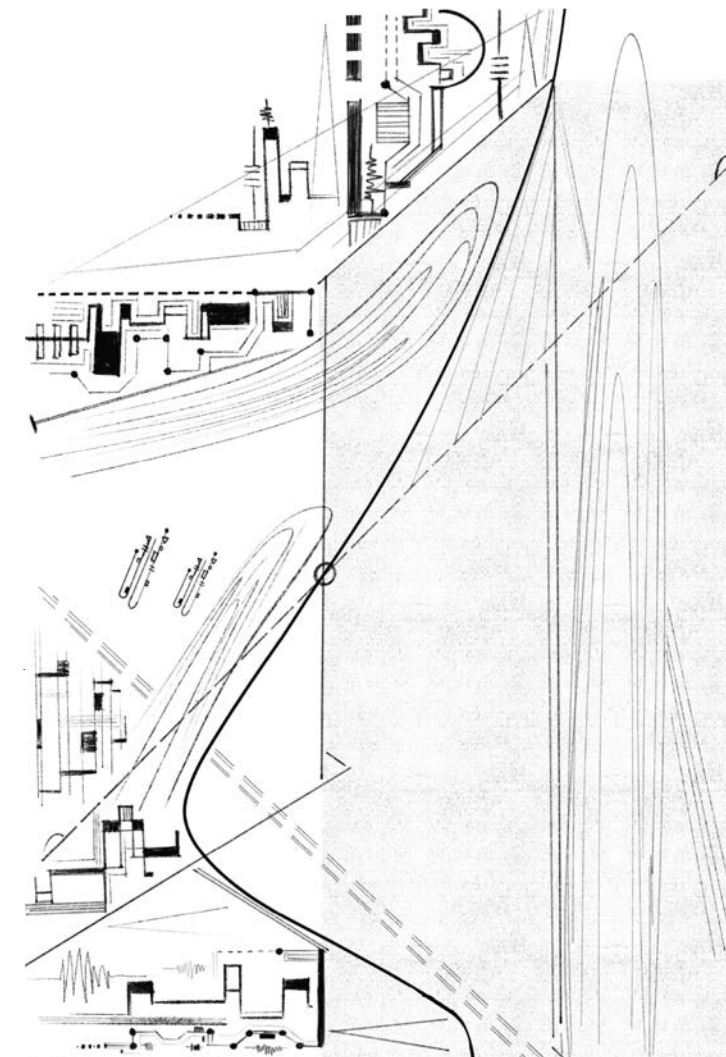
Visualize the outcomes
Illustrate which spatial configuration most effectively showcases specific sound performance effects and identifies optimal locations for sound effects

Modify the space's shapes, materials, and audience seating positions based on feedback results

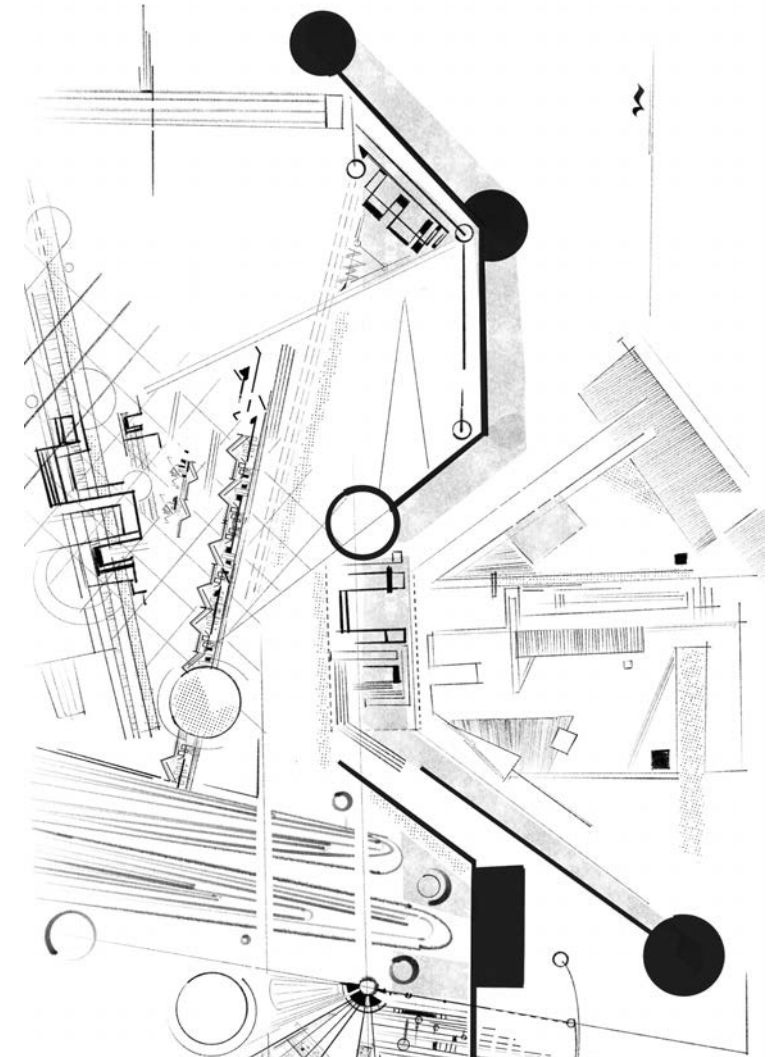


Generate the Spatial Appearances from the Acoustic Analysis

The shapes of performance spaces are generated and tested by the acoustic analysis simulation in grasshopper.



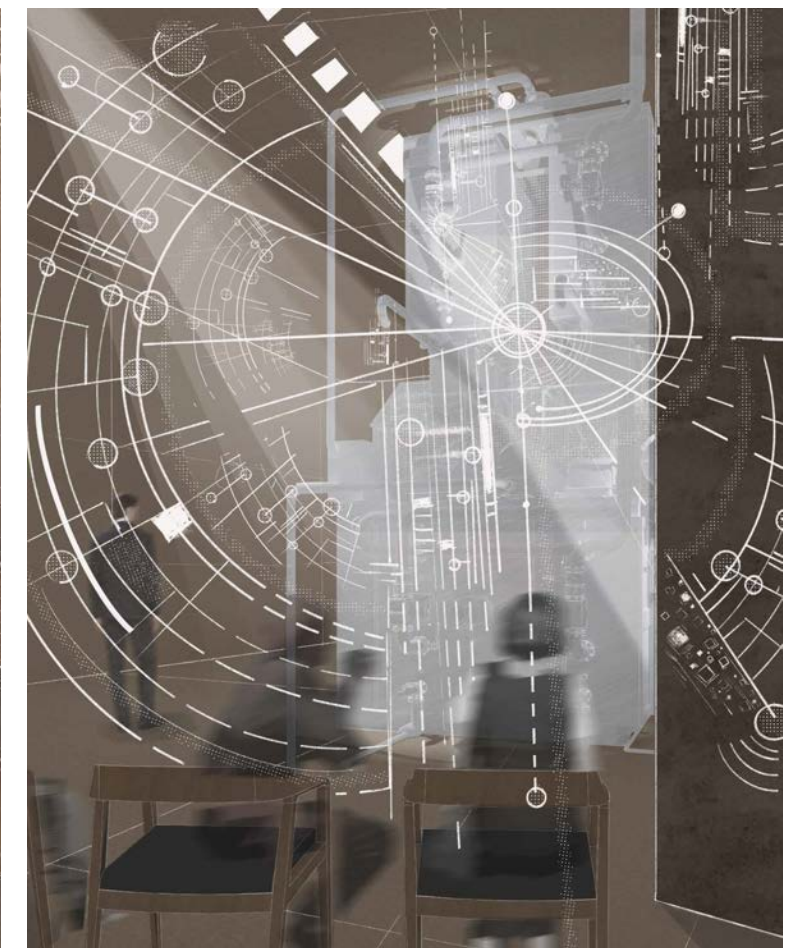
Score of Exterior



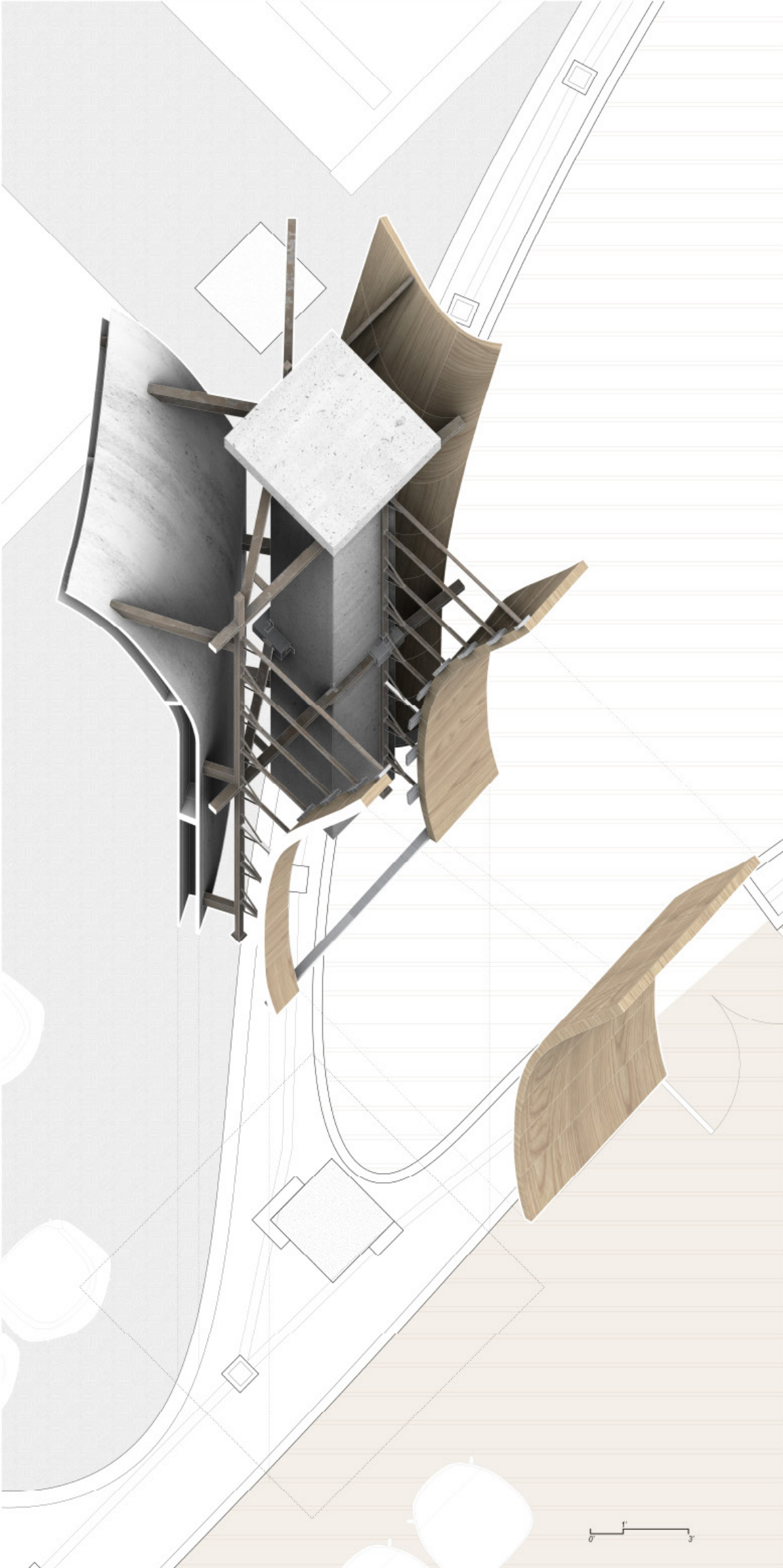
Score of Interior



Performance Gallery

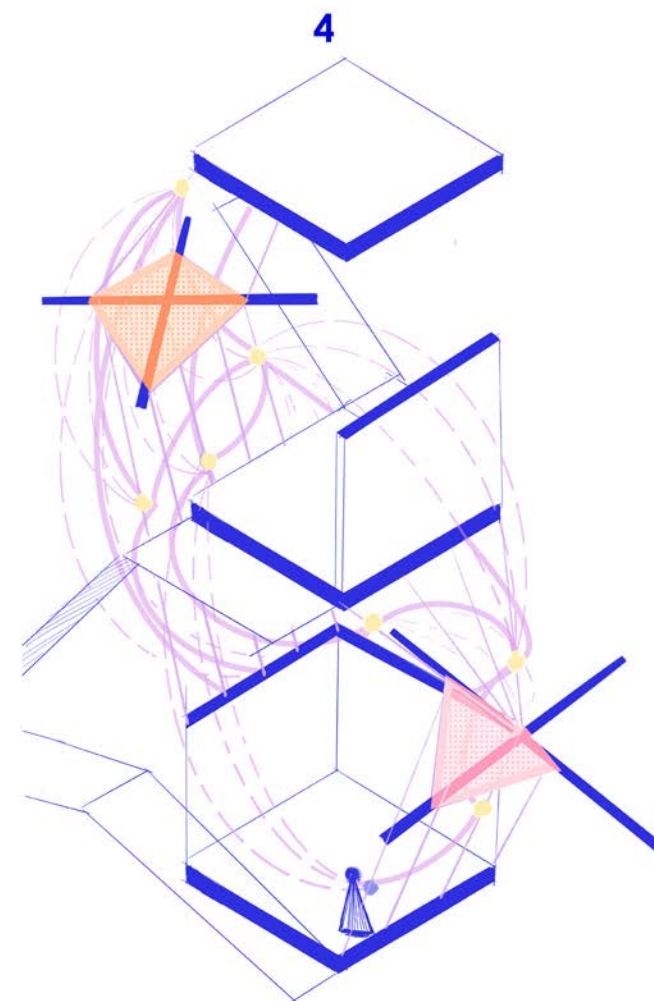
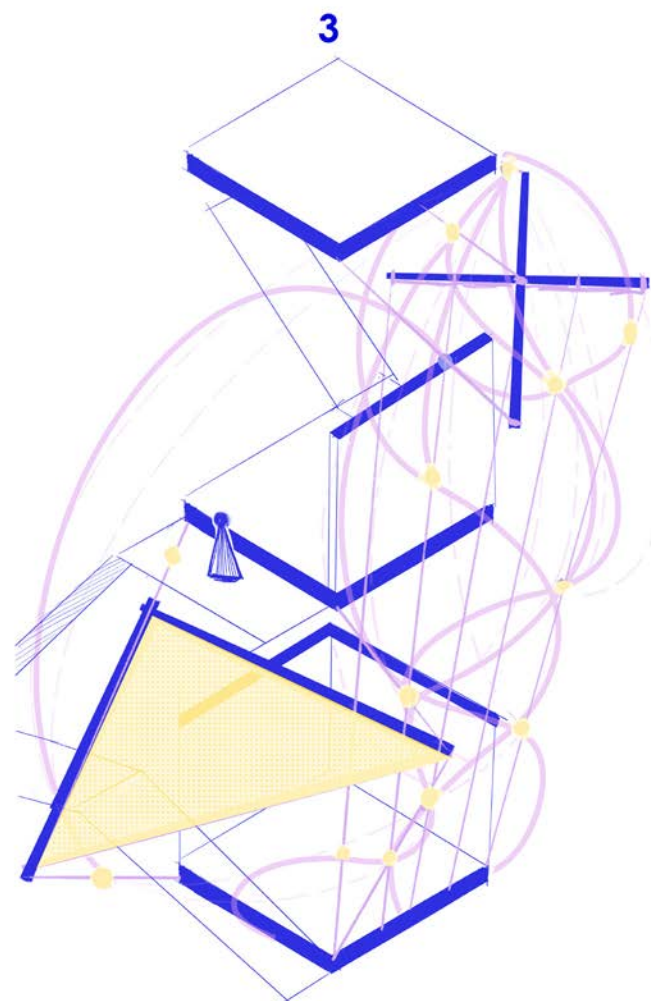
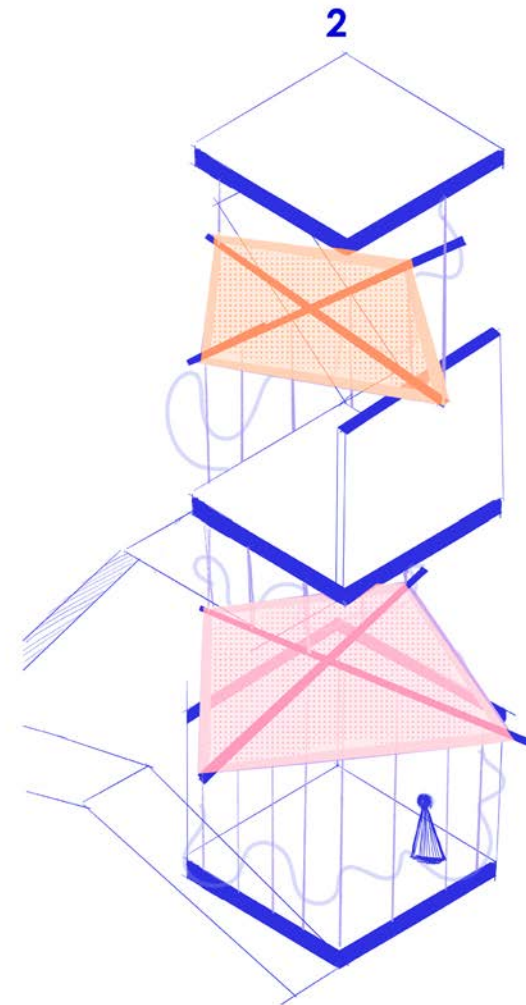
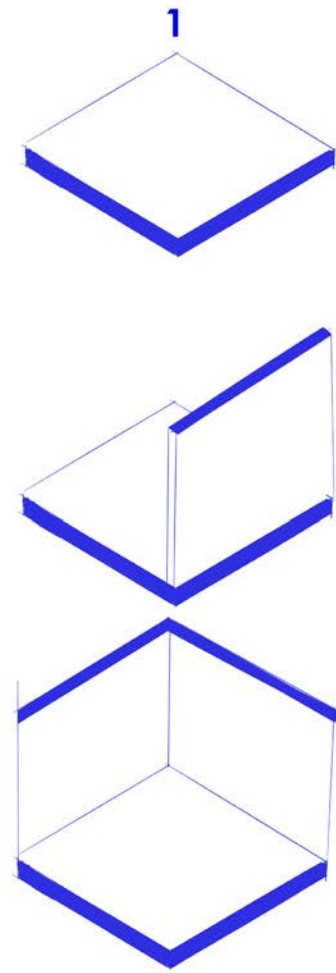


Performance Space of the Cooling Machines



◀ **Detail Structure**
Exhibition Presentation ▶





THE BRIDGE

Dis/Abling Architecture: States of Play

Disabled Artists Community

Site: Copenhagen, Denmark

Group work

Instructor: Irina Verona & Jennifer Carpenter & Jerron Herman

Design Tools: Rhino, V-ray, Grasshopper and Photoshop

The common has not yet been achieved.

- Judith Butler, What World Is This? (2022)

The disabled space is a creative environment centered around the artistic expressions of disabled artists, amplifying and extending their artistic power beyond individual limitations to manifest perceptions, serving as a pure container and tool of artistic sensibilities. Disable Space is the secondary creative space beyond the practice room, inspiring collaborative creation through public sensory interactions in innovative forms of expression between individuals and space. It serves as a personalized living environment for artists while extending their art identities into daily life.

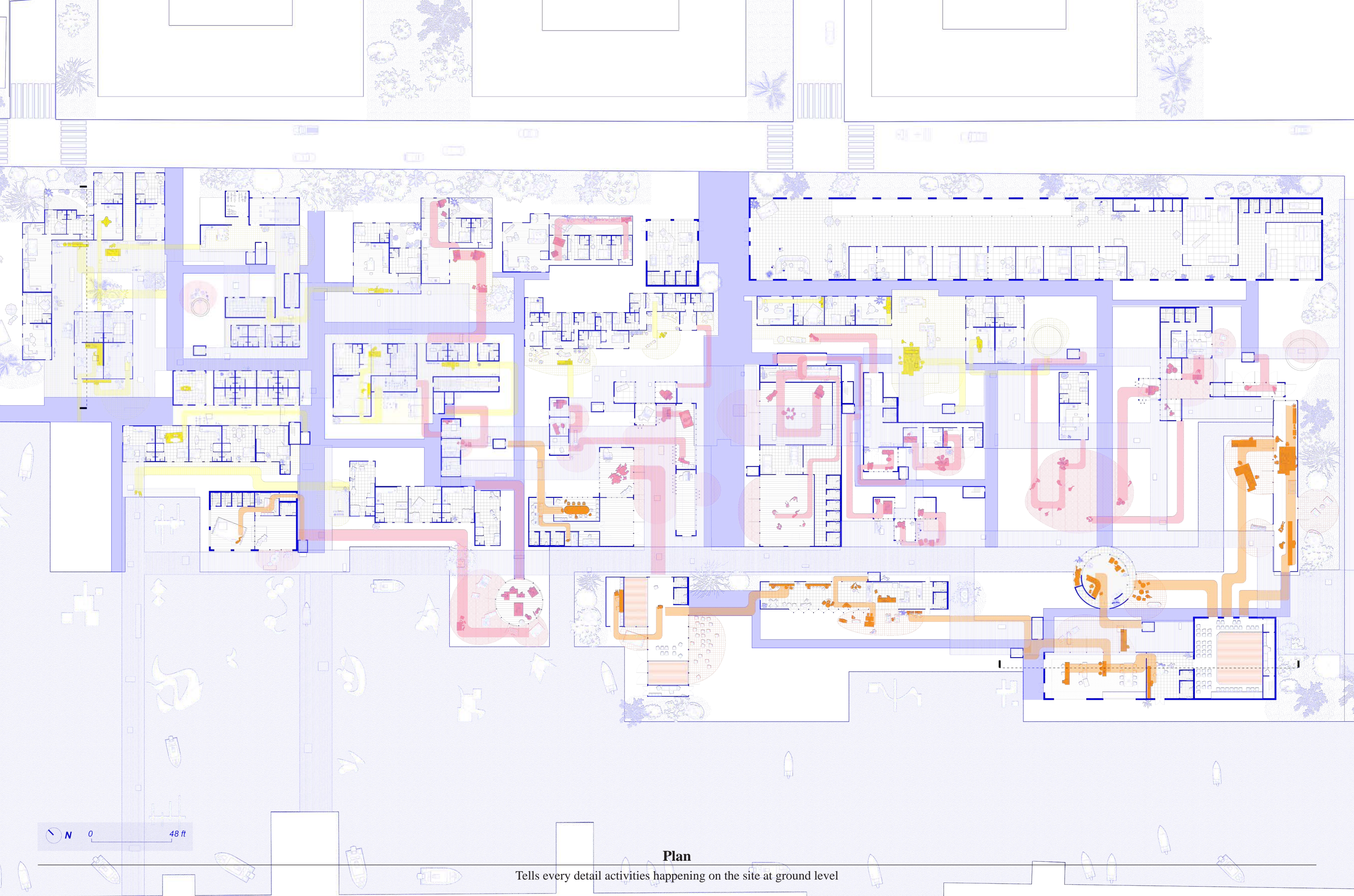
The project's architectural centerpiece, the bridge, acts as a metaphorical and physical transition space. Here, the conventional roles of visitors and performers are deconstructed, giving all users the autonomy to redefine their identities through their movement and interaction within the space. It is a radical reimagining of creative expression, accessibility, and the role of art in society, making it a unique platform for disabled artists to amplify their voices and artistic power.



Site Analysis: Copenhagen City Map

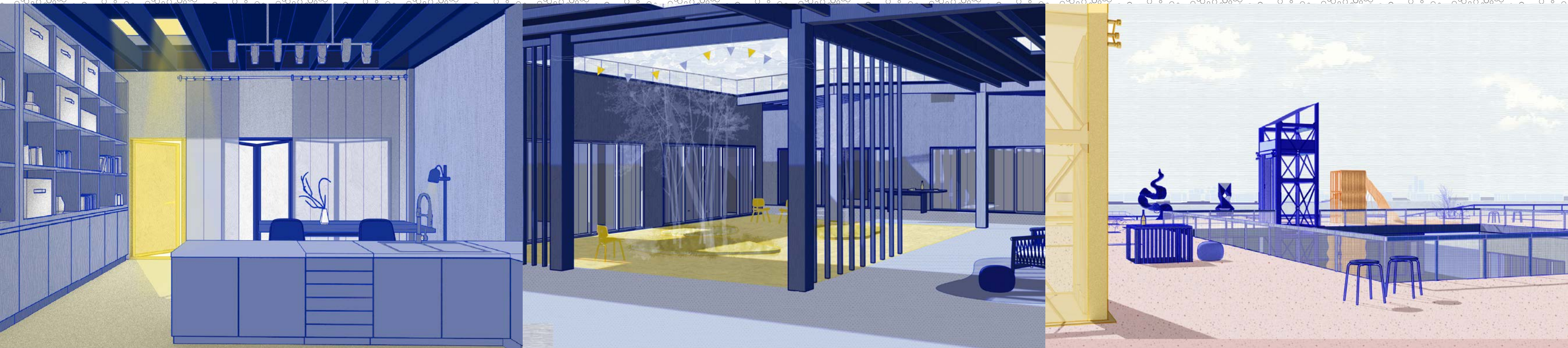
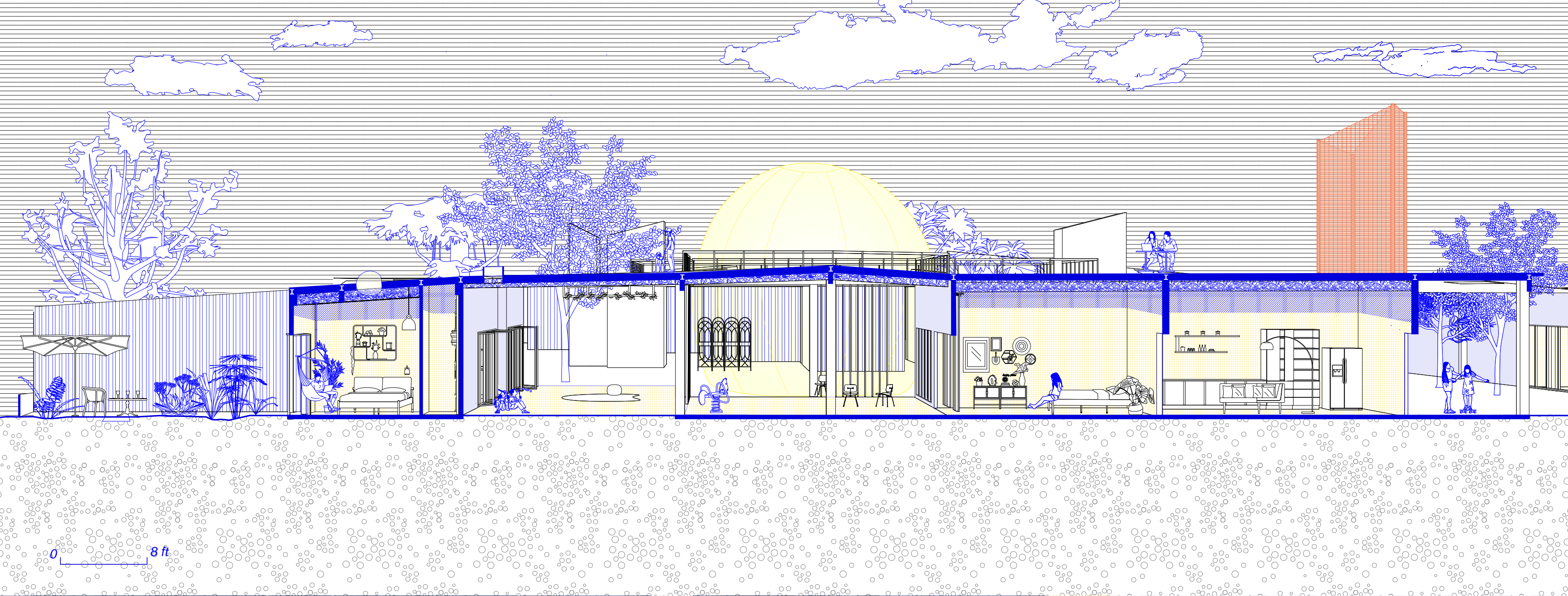


Site Analysis: Nordhavn Current Urban Organization

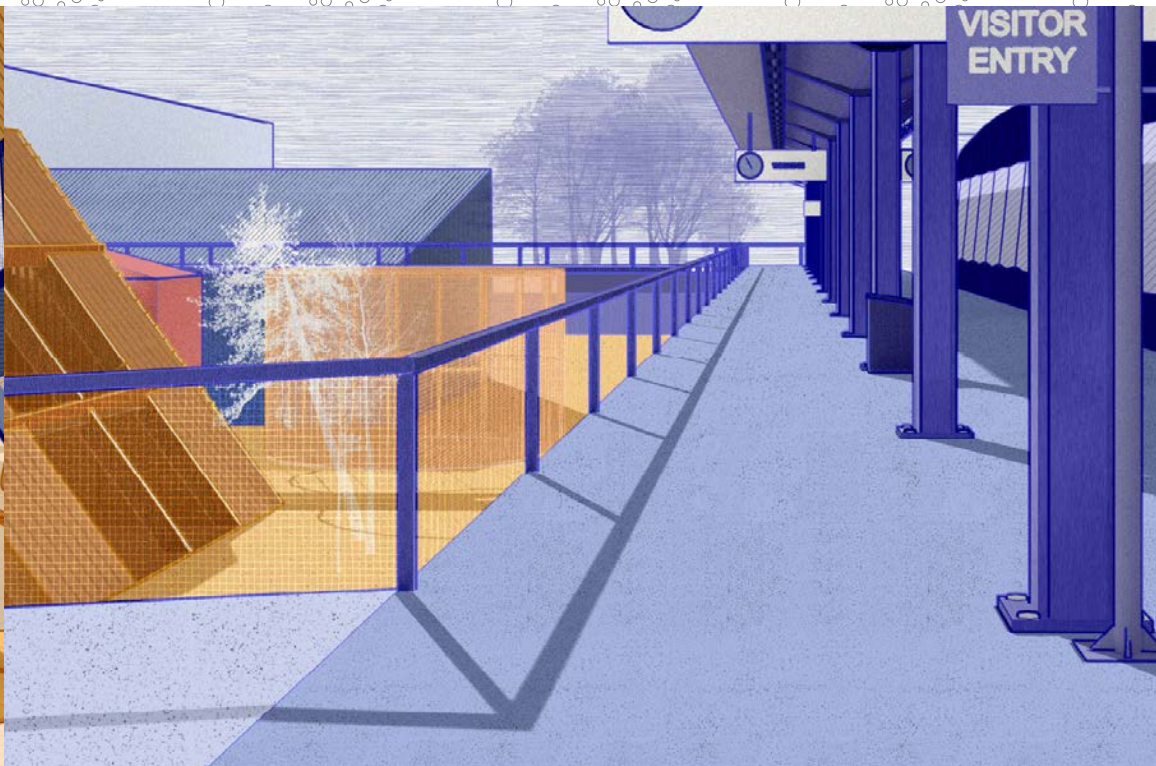
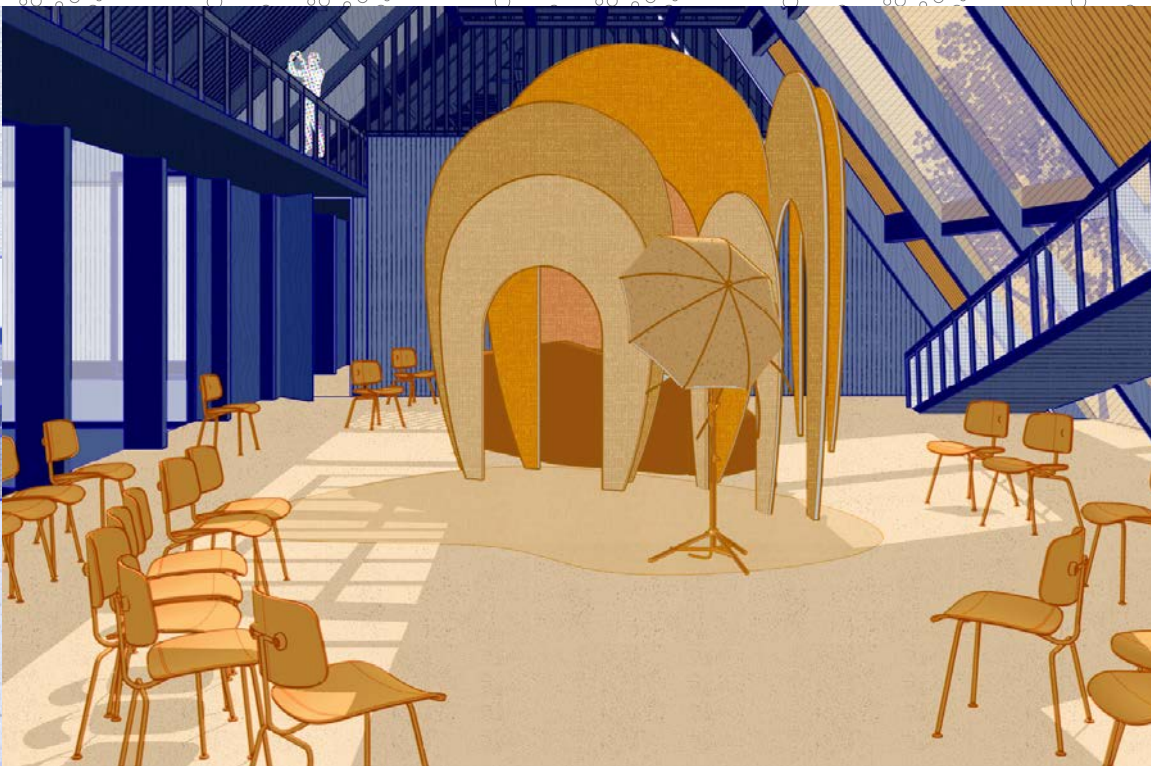
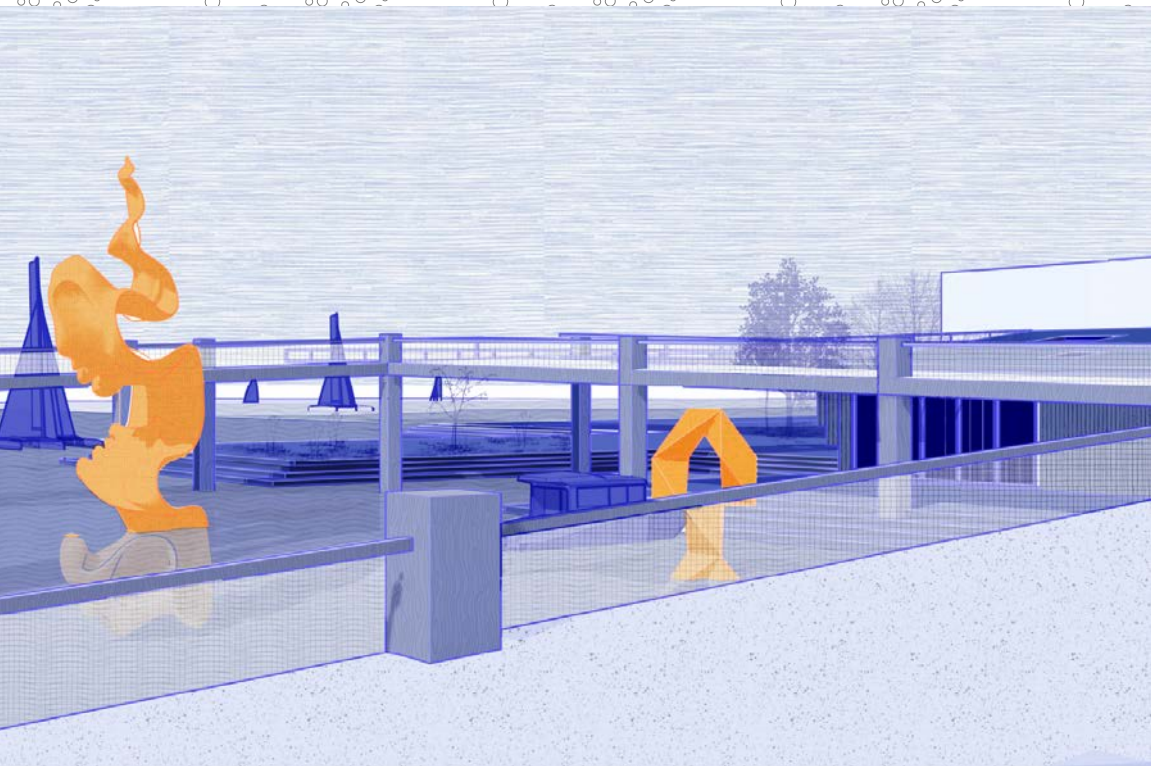
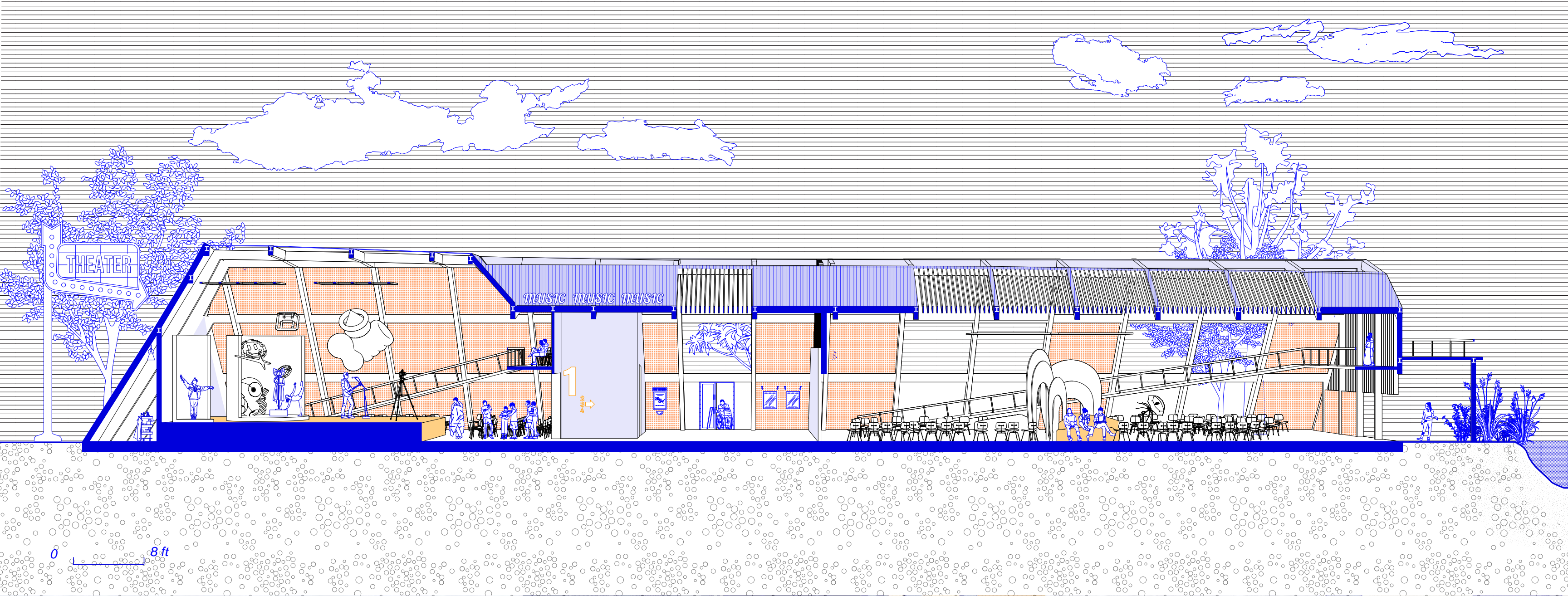


Plan

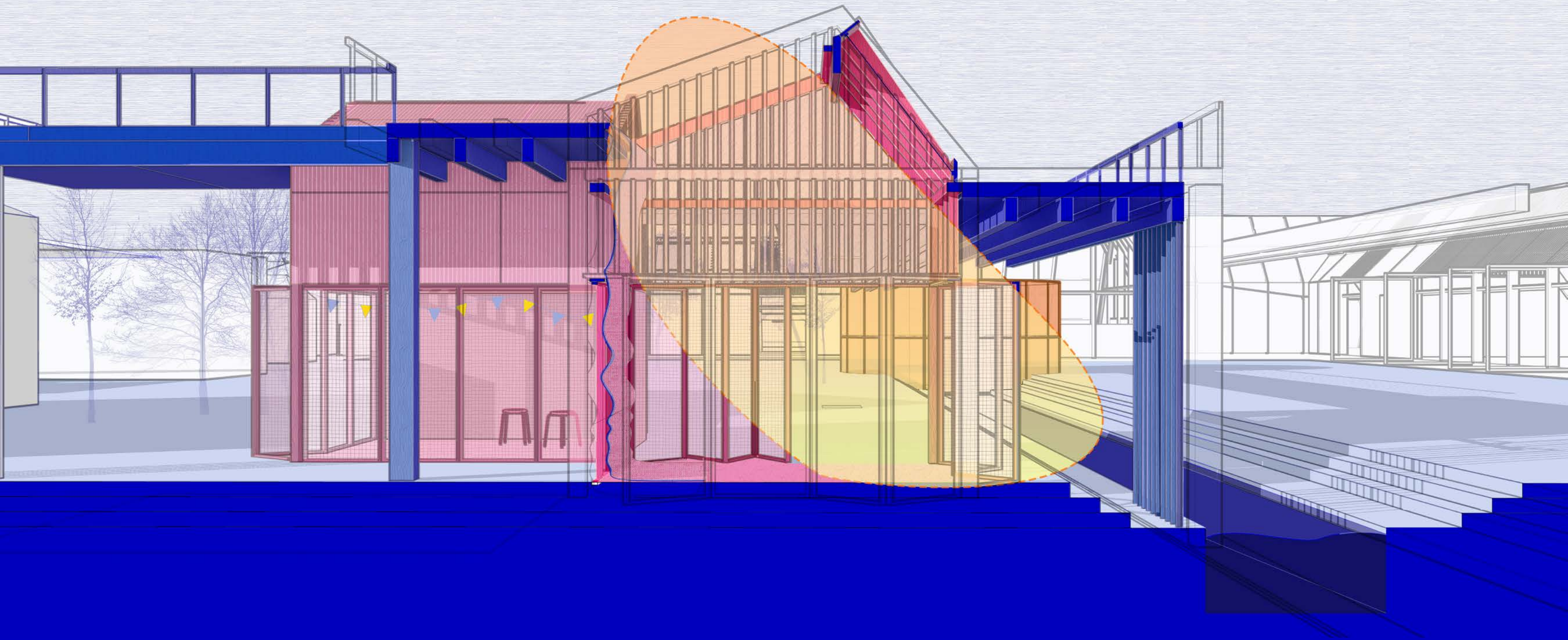
Tells every detail activities happening on the site at ground level



Stories of the Residential Programs



Stories of the Performance Programs







Conceptual Fabric Site Model

TAX INCOME
WELCOME TO **.arx**
ARCHITECTURE FIELD GUIDE

CONSUMPTION:
post digital artefacts of desire

| | |
|---|-------|
| The architecture / interface / mechanism of post digital consumerism | 4.50 |
| Architecture as (artificial) artefact | 4.50 |
| Architecture for post digital consumerism | 3.99 |
| Interfaces, gamification, viral media, memes shopping, commerce, empty shopping malls | 5.99 |
| Virtual tours / streaming factories / influences houses | 12.80 |
| iPhone as lens & as ultimate tool/artefact of/for post-digital consumerism | 8.88 |

Artificial Architecture for Artifacts

We are now zooming into the conflation between the virtual and our physical realm. In the new cities as walls shrink closer in the apartments, our minds look for virtual platforms to exist on. These expanding online platforms have seen an increase in the number of artifacts online and also our dependence and the belief in the artifacts to hold as much value as the originals. We have also found the unreliability of our own physical environments which can be green screened out or can be curated digitally.

This pushes our intrigue into our obsessive need to consume these virtual artifacts in increasingly virtual environments. The virtual artifact has no physical standing, it doesn't need to exist to have monetary value, and neither does the physical architecture to host them. On the platform for online consumption the focus of our perception changes. The artifacts have an increased responsibility to attract attention (the vessel) and the culture of consumption has an increased attraction to be associated with them. We want to look into artificial architecture for attractive artifacts.



THANK YOU FOR VISITING
PLEASE RETAIN WEBSITE
FOR REVISIT/RESEARCH/CRITIQUE WITH IN 60 DAYS
UPDATE MORE RESOURCES IN 24 HOURS



TikTok Go

Consumerism Architecture of Post-digital Period

Individual work

Instructor: Michiel Helbig & Corneel Canaerts

All the drawings shown here were done by me.

Design Tools: Rhino, V-ray, Grasshopper and Photoshop

Architecture experiment in the Post-digital period. Research the impact of consumerism brought about by short video platforms, TikTok, on architecture. An increasing number of brands choose to use virtual architecture to construct their "digital pop-up stores".

In this trend, architecture is structured as digital models and data, consumed by people through mobile phones as a medium. At the same time, architecture undergoes a rebirth through its unique spatial construction and consumption capabilities.

Run your Events Smarter, and Better

Olympic 4

First in Los Angeles, rental photo studio with unique Private Jet (Airplane) set and artificial window lights

expansion

Creating Consumption

.art to .arc convert

CONSUMABILITY

Architecture

ARiFACT

.arc to .art convert

Being Consumed

CONSUMPTION

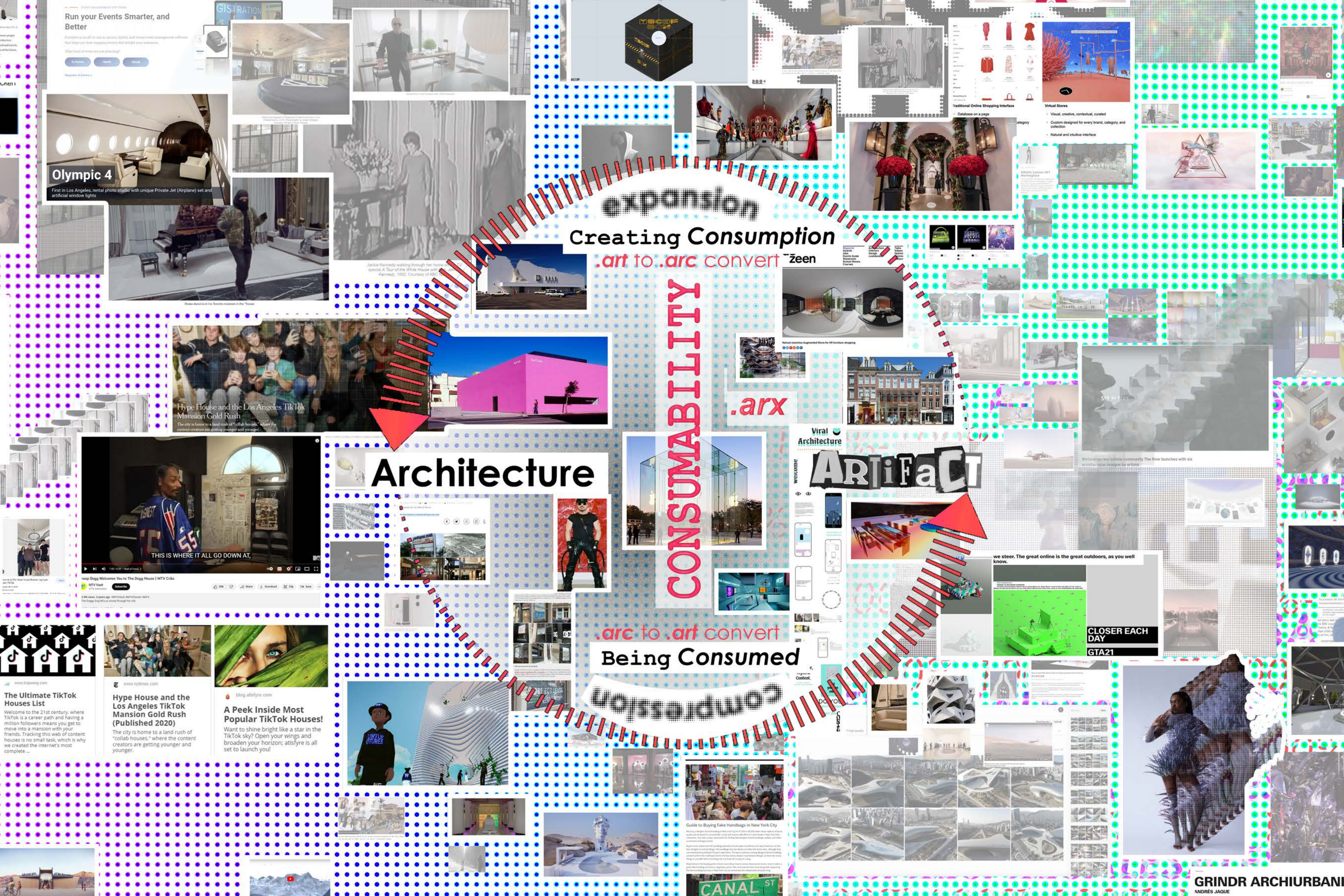
Hype House and the Los Angeles TikTok Mansion Gold Rush

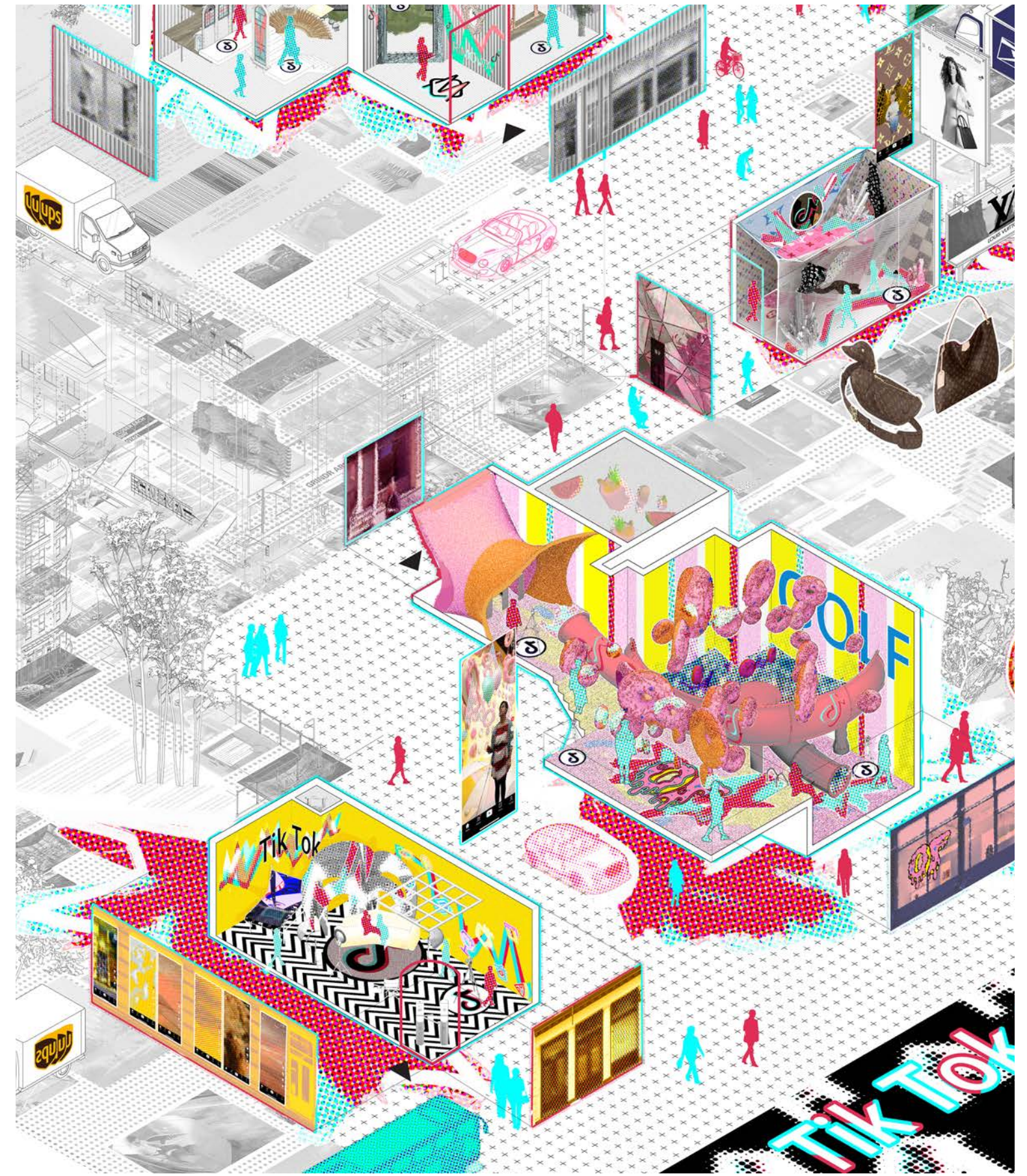
Hype House and the Los Angeles TikTok Mansion Gold Rush (Published 2020)

A Peek Inside Most Popular TikTok Houses!

GRINDR ARCHIBURBAN

ANDRÉS JAQUE





Digital Consumption Architecture Virtual Representation

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