

# PORTFOLIO

2023-2024

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Columbia University

# PROJECTS

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2023-2024

**01.** **Instant House, Pt1**  
*Virtual*

**02.** **Instant House, Pt2**  
*Virtual*

**03.** **Anti-Surveillance Booth**  
*Tribeca, New York, NY, United States*

**04.** **The Bridge**  
*Copenhegan, Denmark*

**05.** **External Echos**  
*Virtual*

**06.** **Studio Escape Room**  
*Virtual*

# INSTANT HOUSE PT.1

Individual Project  
 Course Name: Advanced Studio: ARCHITECTURES OF COMPRESSION  
 Year: Summer 2023  
 Instructor: Michiel Helbig & Corneel Cannaeys / Fieldstation Studio  
 Site: Virtual/ Elsewhere

Architecture being the background of "artifact"

Olympic 4

**Architecture**  
 The vague multifaceted, multi-political restructuring of society, not consumed as a single silhouette. It is occupiable, changeable, abusable, and composed of many individual elements.

As a backdrop of influencers also being consumed

## Architecture

Architecture has been transformed into a consumerist "accessory", stepping out of the backdrop of celebrities and serving as a promotional theme to propagate other forms of art. This transformation has rendered architecture more commercialized, being utilized as a tool for promotion and publicity to capture attention for other art forms. Architecture and the artifact are consumed coherently.

**Scraping Architecture**  
 Technology allows accessing certain metadata or properties of architecture while eliminating others. This compression of architecture brings it onto the table for quick consumption.

expansion  
 Creating Consumption  
 art to .arc convert

CONSUMABILITY

arc to .art convert  
 Being Consumed

**Artifact**  
 The Artifact is the rapid and redistributable. It is mass produced, consumed, recycled, copied, collected, discarded. It is a cool singular figure.

The deluge of virtual artifacts in the digital art market has presented NFT technology as a tool for authentication and proprietorship for both the architecture itself and the virtual artifacts. Architecture, like other virtual artifacts, is collected, purchased and traded.

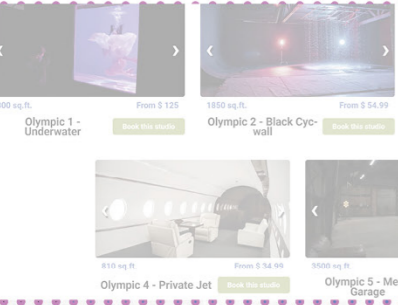
Influential Real Estate being showed

Architecture provide network hype and become add-on values from the influencers

**Compressing**  
 The scale is reduced, the boring parts extracted, the silhouette is clarified, excessive resolution and materials are redacted. Eye-catching and attractive parts of architecture are emphasized.

Technology and the accelerated production of architecture

GRINDR ARCHIBURBANISM



TAX INCOME  
 WELCOME TO .ARX  
 ARCHITECTURE FIELD GUIDE

CONSUMPTION:  
 post digital artefacts of desire

The architecture / interface / mechanism of post digital consumerism

Architecture as (artificial) artefact

Architecture for post digital consumerism

Interfaces, gamification, viral media, memes shopping, commerce, empty shopping malls

Virtual tours / streaming factories / influences houses

iPhone as lens & as ultimate tool/artefact of/for post-digital consumerism

CONSUMPTION : Post-digital artifacts of desire

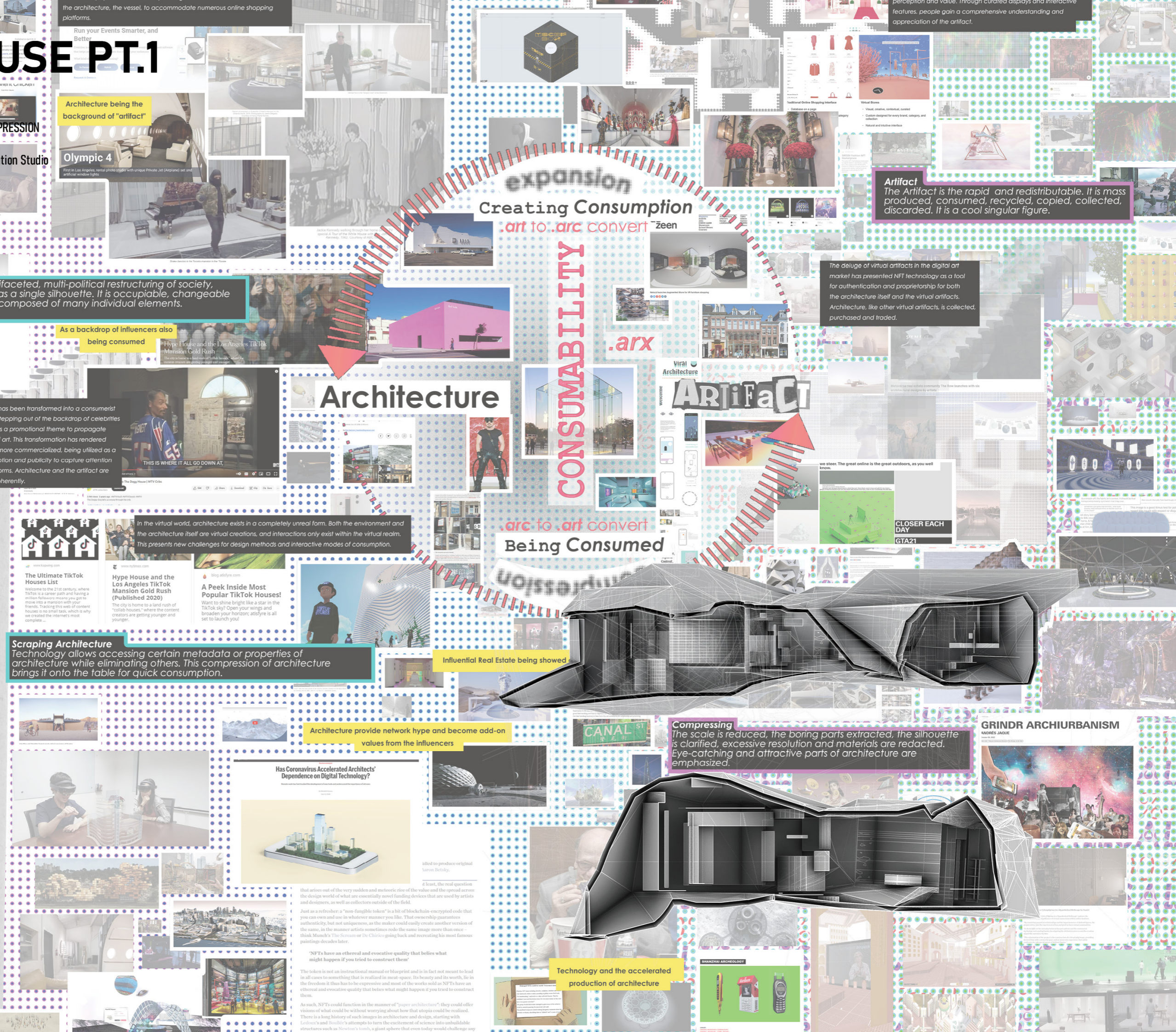
An artifact expands as it undergoes scraping, clustering, and curation to reveal hidden properties and redefine its consumption. As it expands, the artifact mediates the agency of consumption within its context, politicizing its metadata.

Architecture is compressed, emphasizing attractive elements and disconnecting from materiality to become an artifact itself.

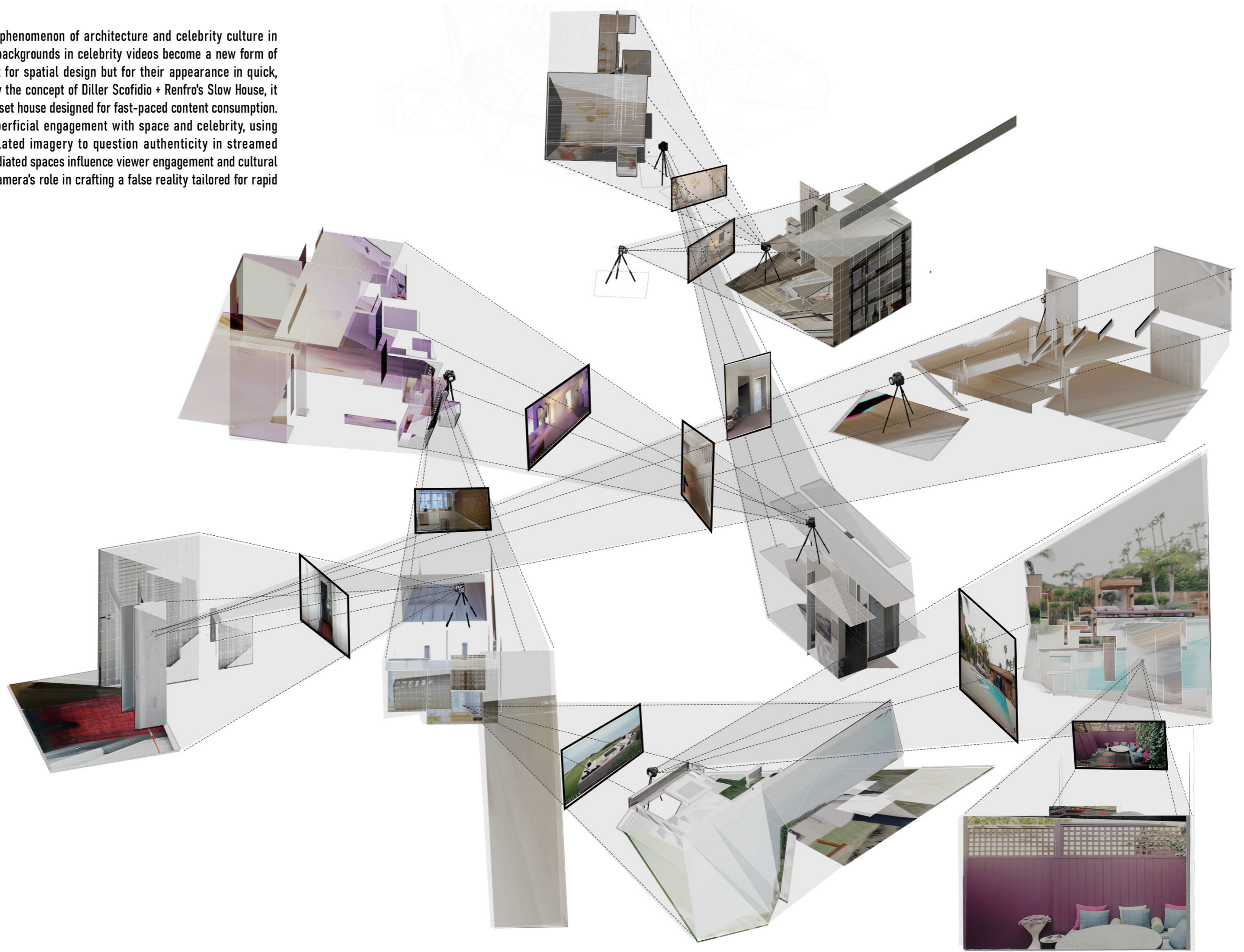
Introducing the self-consuming entity at the intersection of architecture and artifact. The .arx file, a hyper self-consuming entity, neither architecture nor artifact, but readily consumed. It challenges our understanding of architecture, technology, and society. In this blurred realm, the boundaries between the real and artificial dissolve, transforming our perception of architecture forever.



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"Instant House" explores the phenomenon of architecture and celebrity culture in the digital age, where iconic backgrounds in celebrity videos become a new form of architecture—appreciated not for spatial design but for their appearance in quick, consumable media. Inspired by the concept of Diller Scofidio + Renfro's Slow House, it presents a modern, fabricated set house designed for fast-paced content consumption. This project critiques the superficial engagement with space and celebrity, using staged settings and manipulated imagery to question authenticity in streamed cultures. It reflects on how mediated spaces influence viewer engagement and cultural production, emphasizing the camera's role in crafting a false reality tailored for rapid consumption.





# INSTANT HOUSE PT.2

## Individual Project

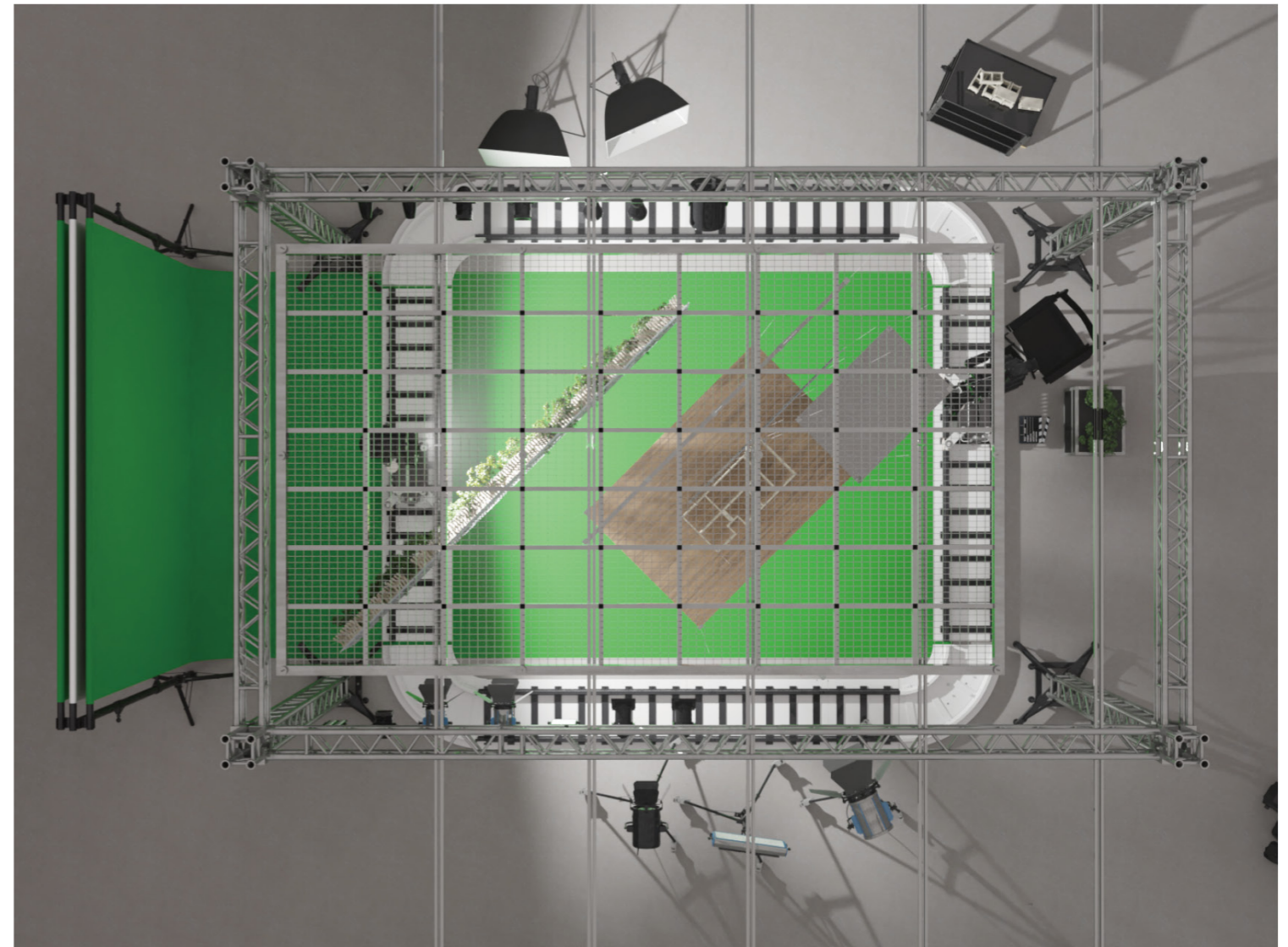
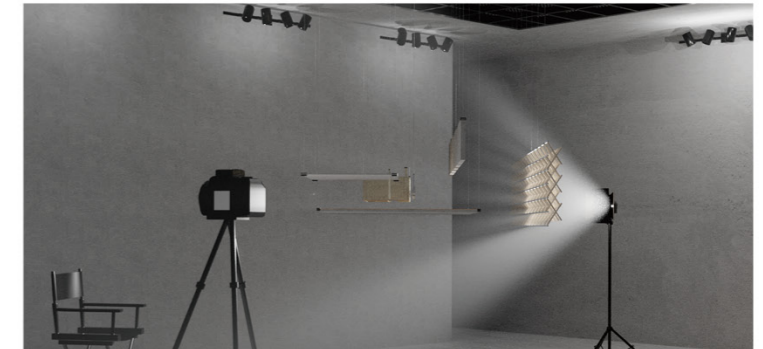
Course Name: Rendering Systems

Year: Fall 2023

Instructor: Seth Thompson

Site: Virtual/Blender

Instant House Part 2 draws inspiration from the anamorphic phenomenon to navigate the complex interplay between physical and digital realms, probing the nature of authenticity in our perceptions of reality and its digital representations. This installment of the project situates a fragmented physical model within a green screen studio environment, meticulously illuminated and captured through a professional camera setup. The strategic arrangement allows for rendered images to materialize from predetermined viewpoints, blurring the lines between tangible models and digital renderings. The studio setting transcends its physical bounds, serving as a metaphor for the unseen processes of digital manipulation akin to Blender software's backstage, inviting viewers to question the dichotomy of true versus false within the screen's framed reality. Instant House Part 2 challenges conventional understandings of space and representation, emphasizing the fluid boundaries between the real and the virtual.





# ANTI-SURVEILLANCE BOOTH

## Individual Project

Course Name: ADVANCED STUDIO V Dispatches: Unsettling Architecture and the Instabilities of Modernity

Year: Fall 2023

Instructor: Mario Gooden, Raven Chacon

Site: Tribeca, New York, United States.

In the heart of controversy and shrouded in secrecy, ATT LONGLINES BUILDING stands as an architectural enigma, drawing attention to the subtle balance between surveillance and privacy. This project delves into the relationship between being monitored and being the monitor, aiming to carve out a gray area that challenges traditional perceptions of surveillance. While grounded in the urban milieu, this intervention constructs an anti-surveillance labyrinth around the structures.

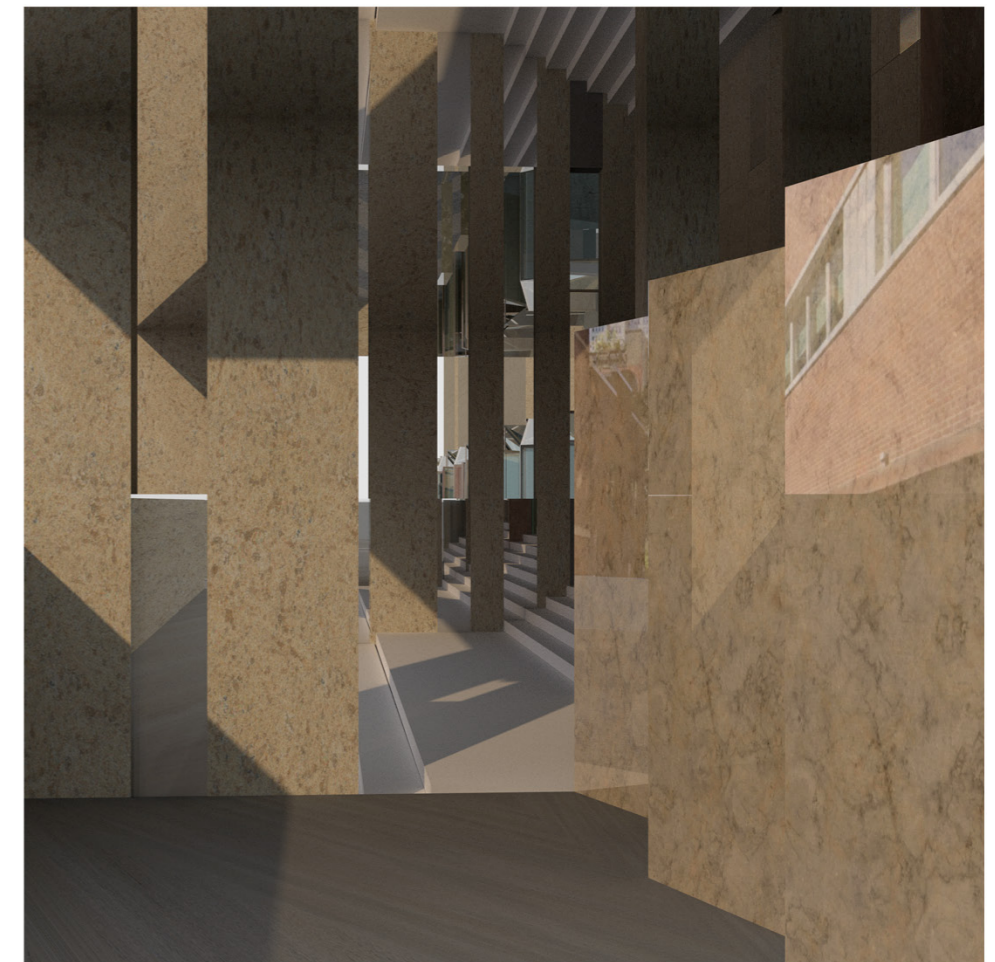
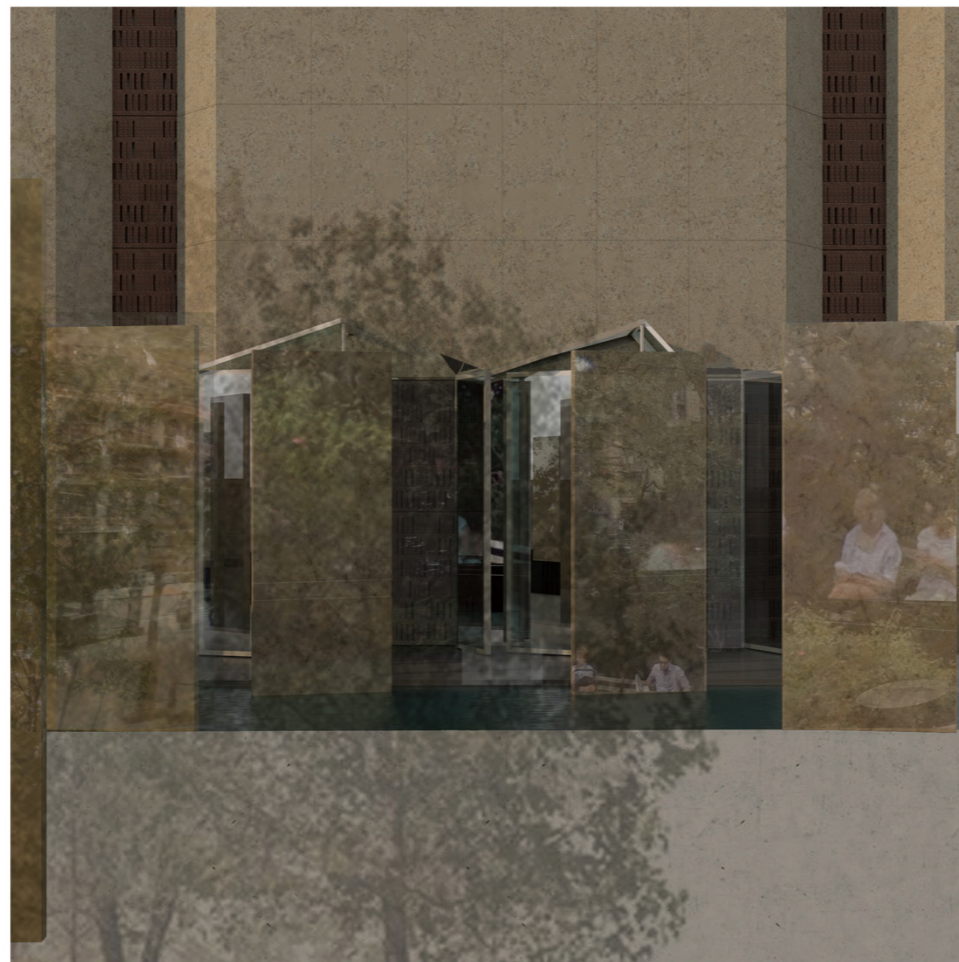
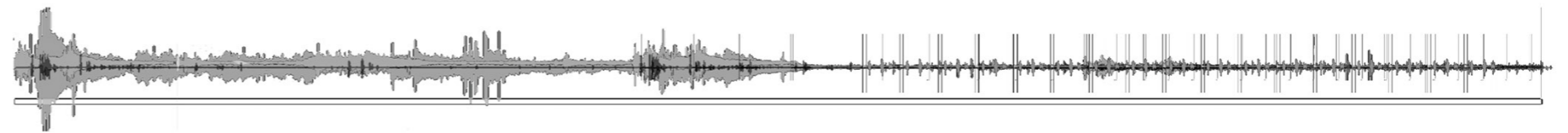
What can we see?

What can we not see?

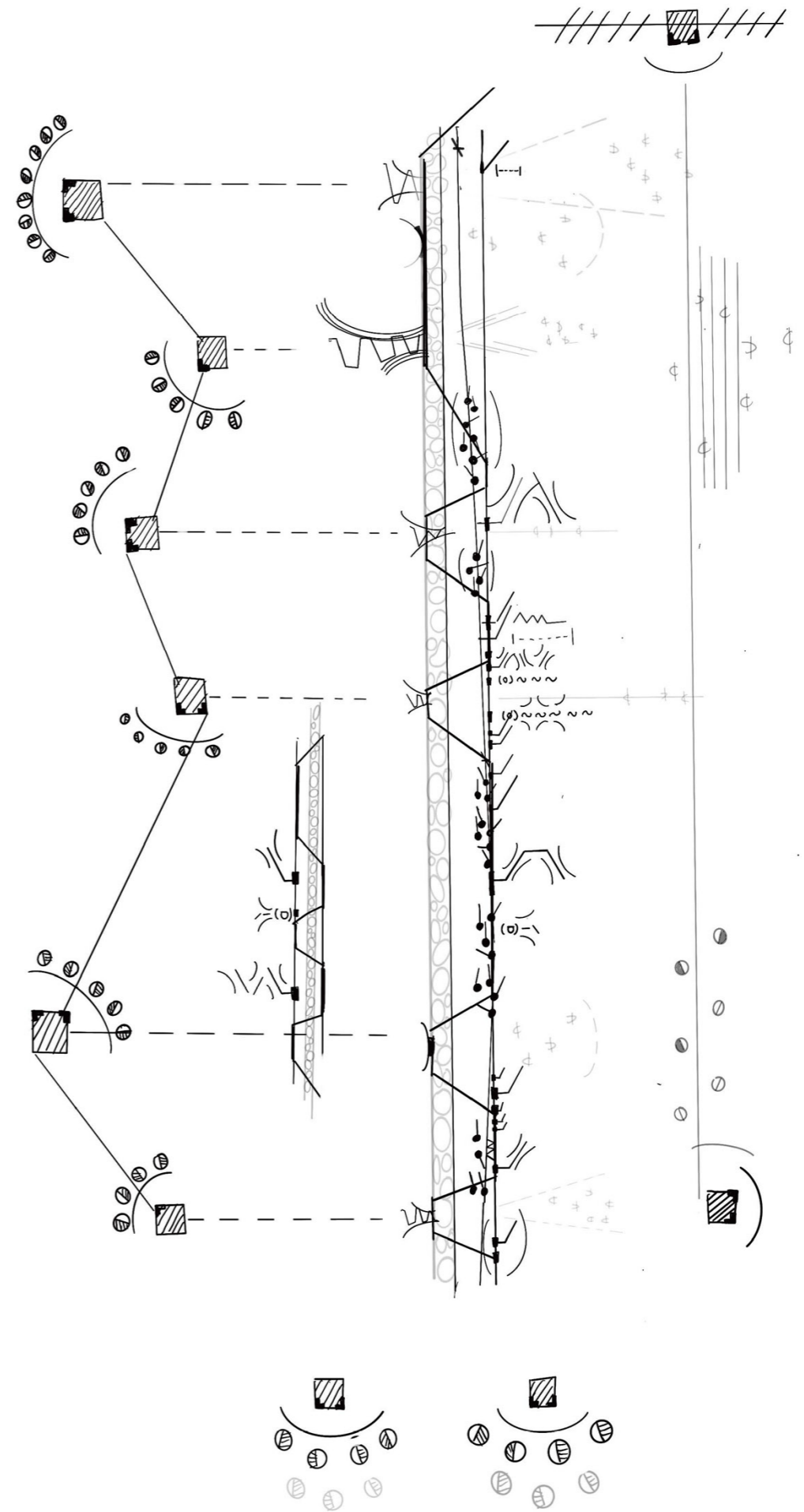
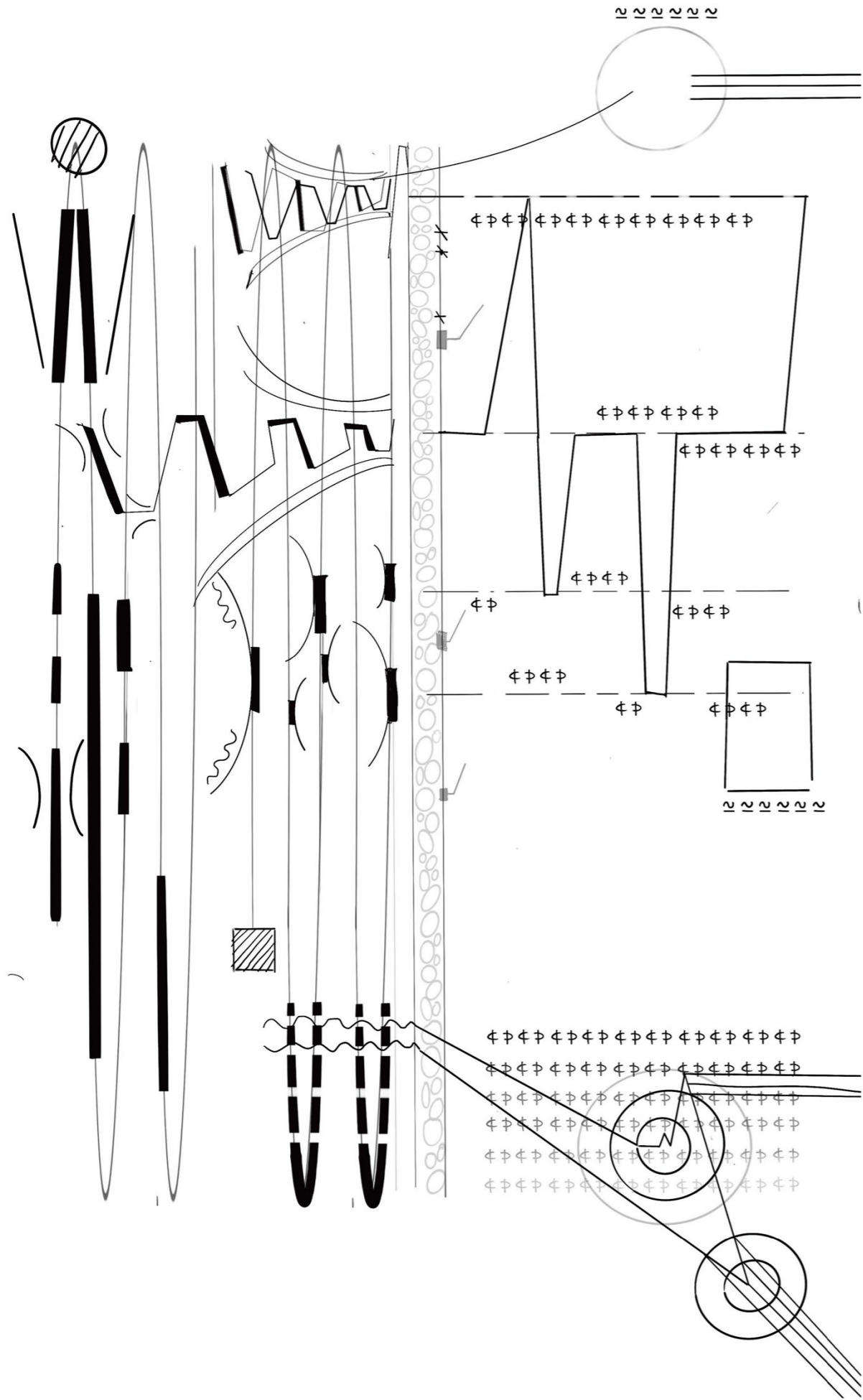
What can we hear ?

What can we not hear?

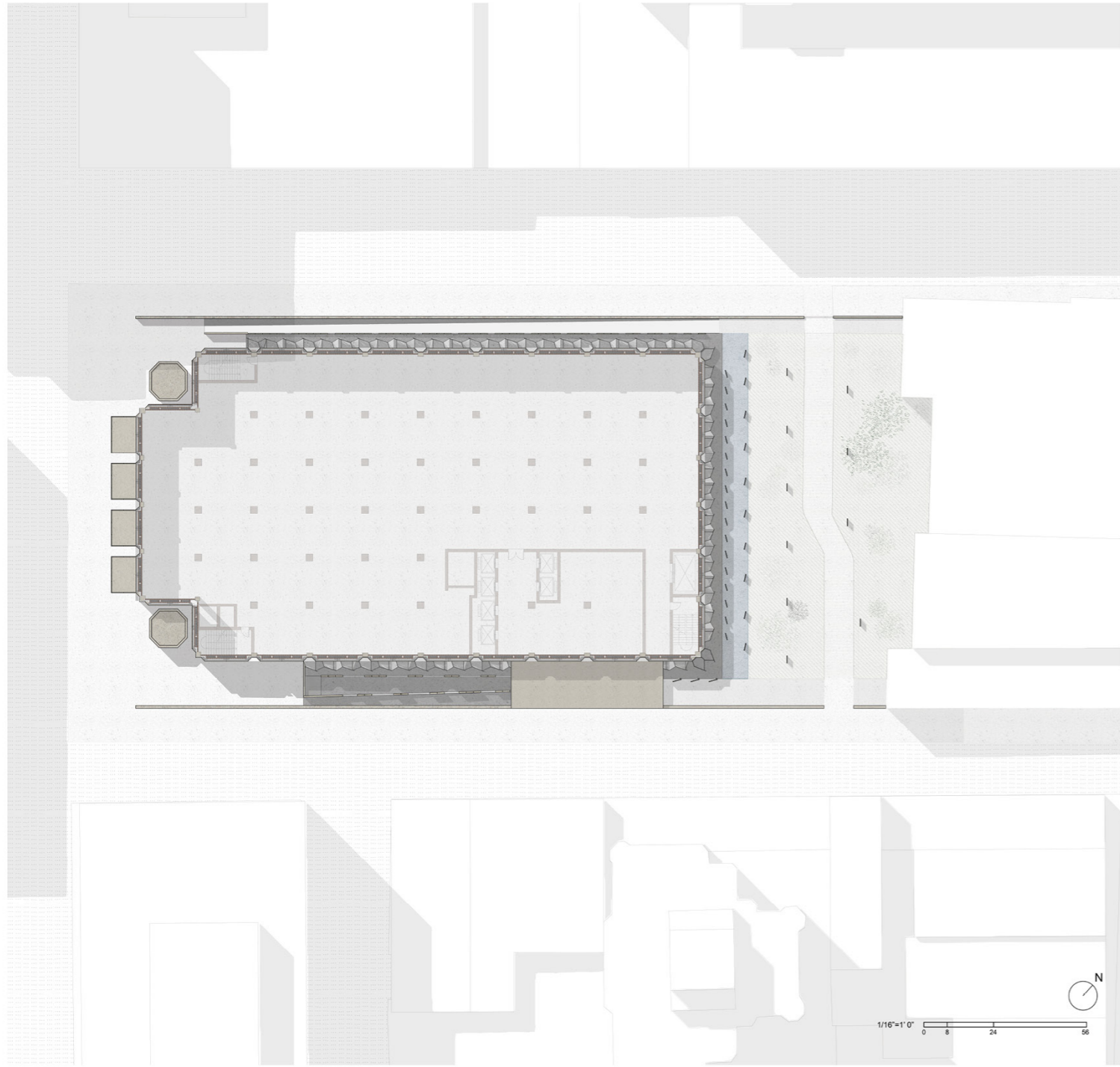
Can we find a location and program that are in between those states?



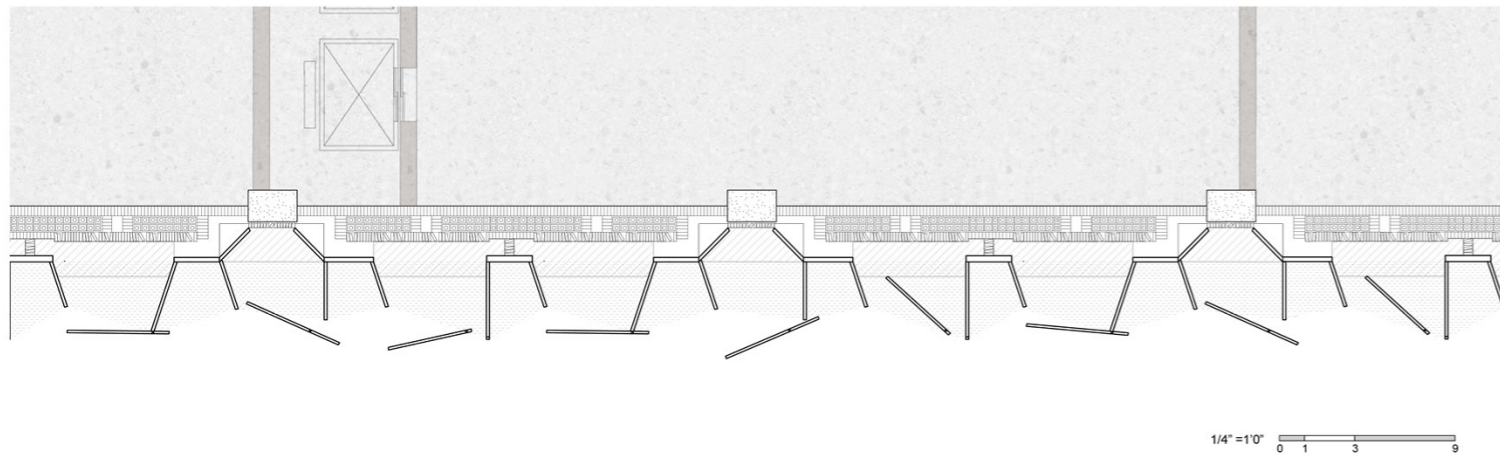




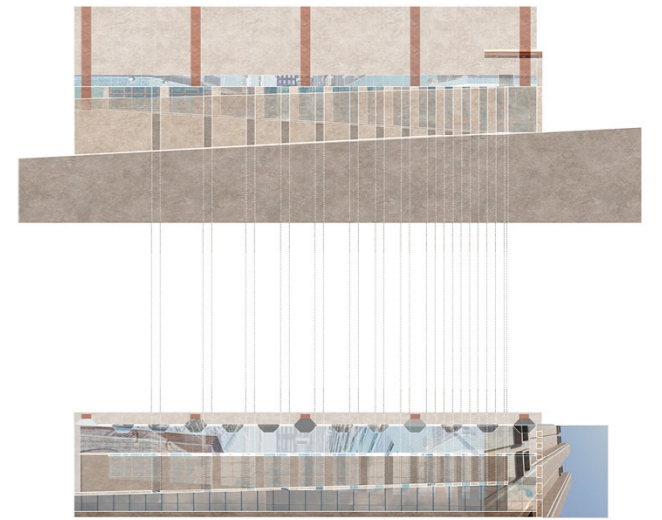
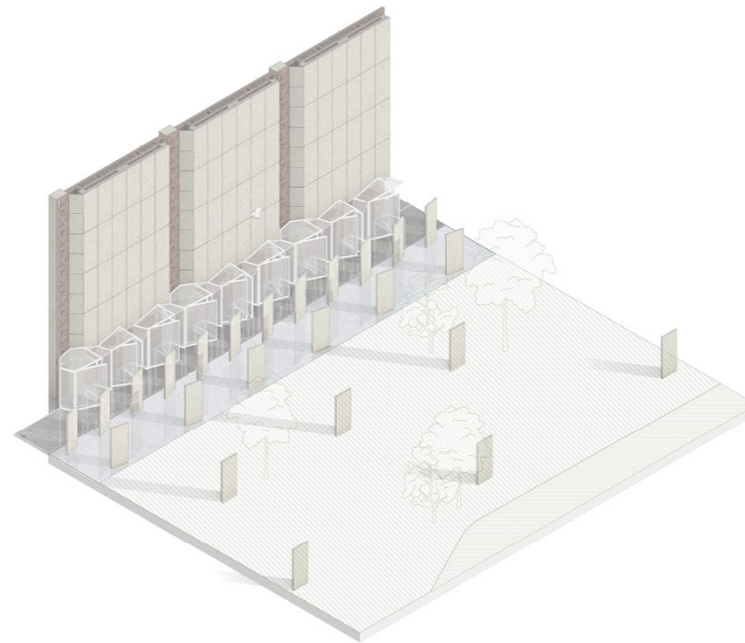
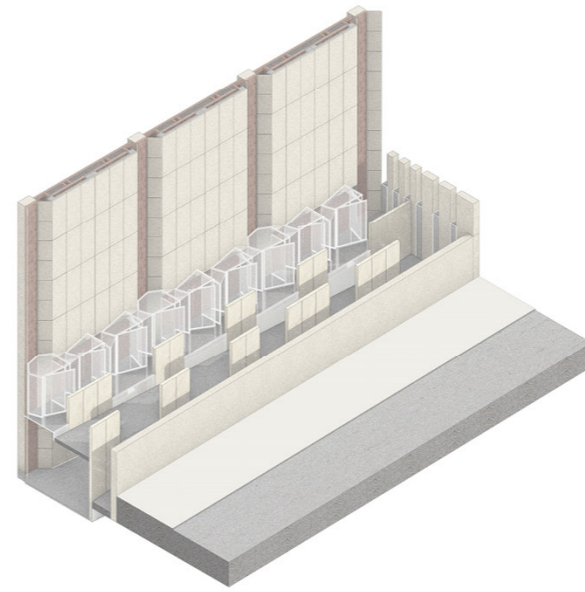
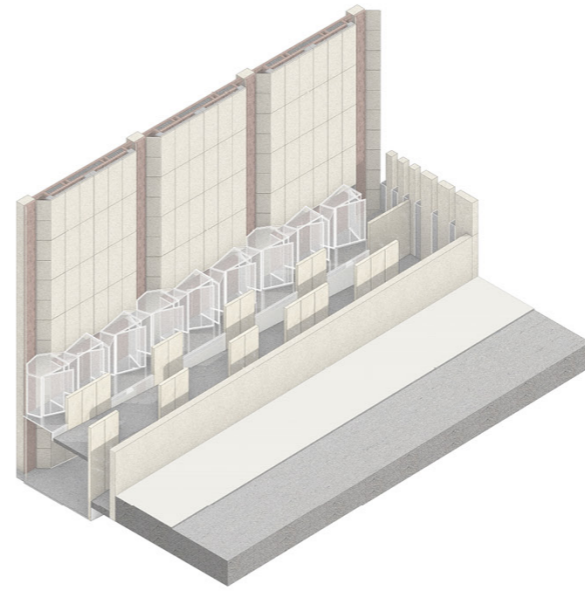
**SITE PLAN - ATT LONGLINE**



**WALL DETAIL - BOOTH**



**FACADE AXON - SOUTH/NORTH/EAST**



**North facing**

It is elevated through a transformed staircase into an elongated slope, shielded from street views by granite panels and reflective glass.

**East facing**

Revitalizing the public park and reconfiguring granite panels, reflective glass, and water features create a sense of concealment, blending the building seamlessly with its surroundings.

**South facing**

A zigzagging corridor integrated into the natural slope offers pedestrians discreet passage while concealing the underground garage entrance.

# The Bridge

Group Project : Xiaoqi Shen/Yishu Yu

Course Name: ADVANCED STUDIO VI Dis/Abling Architecture: States of Play

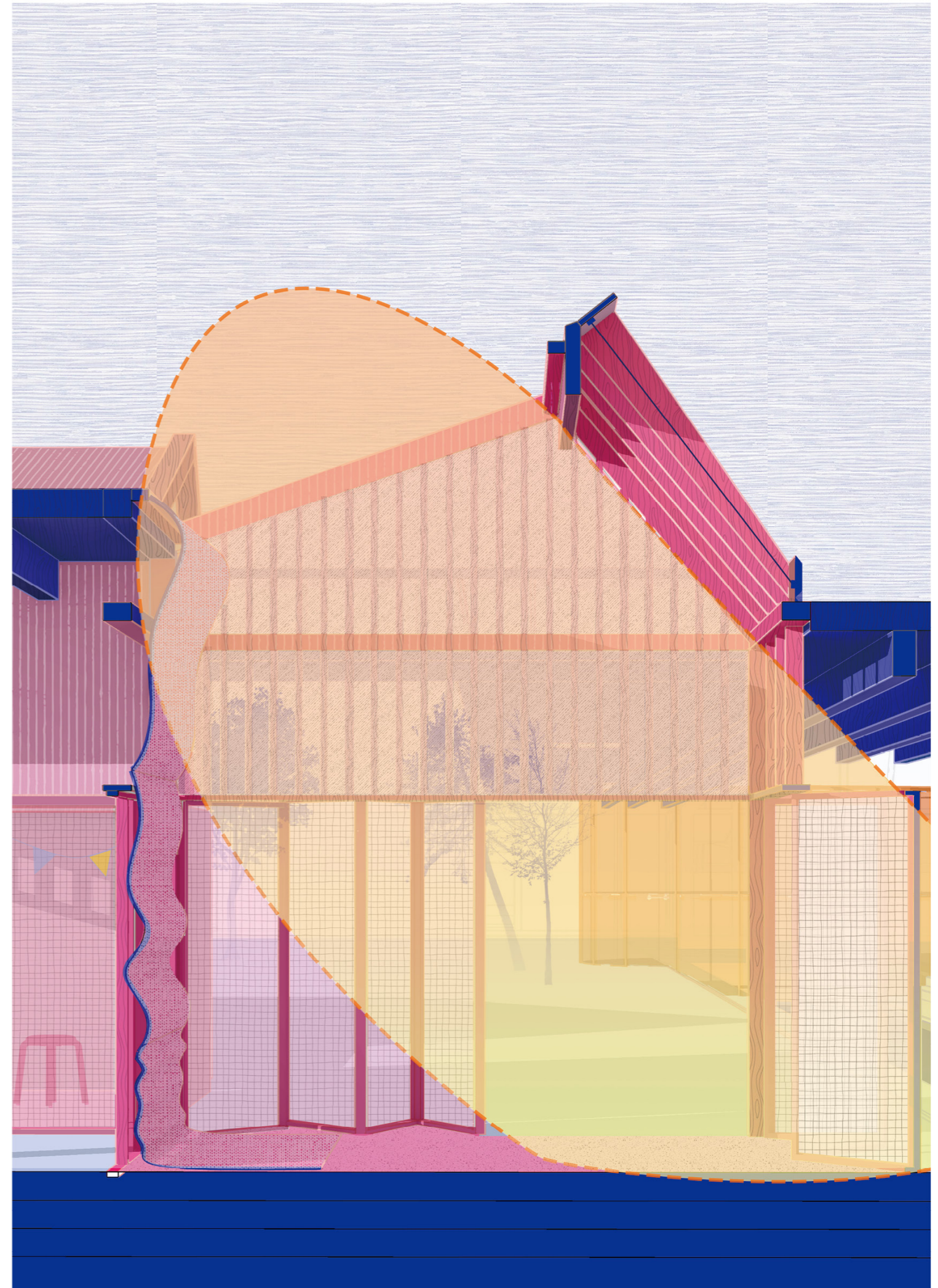
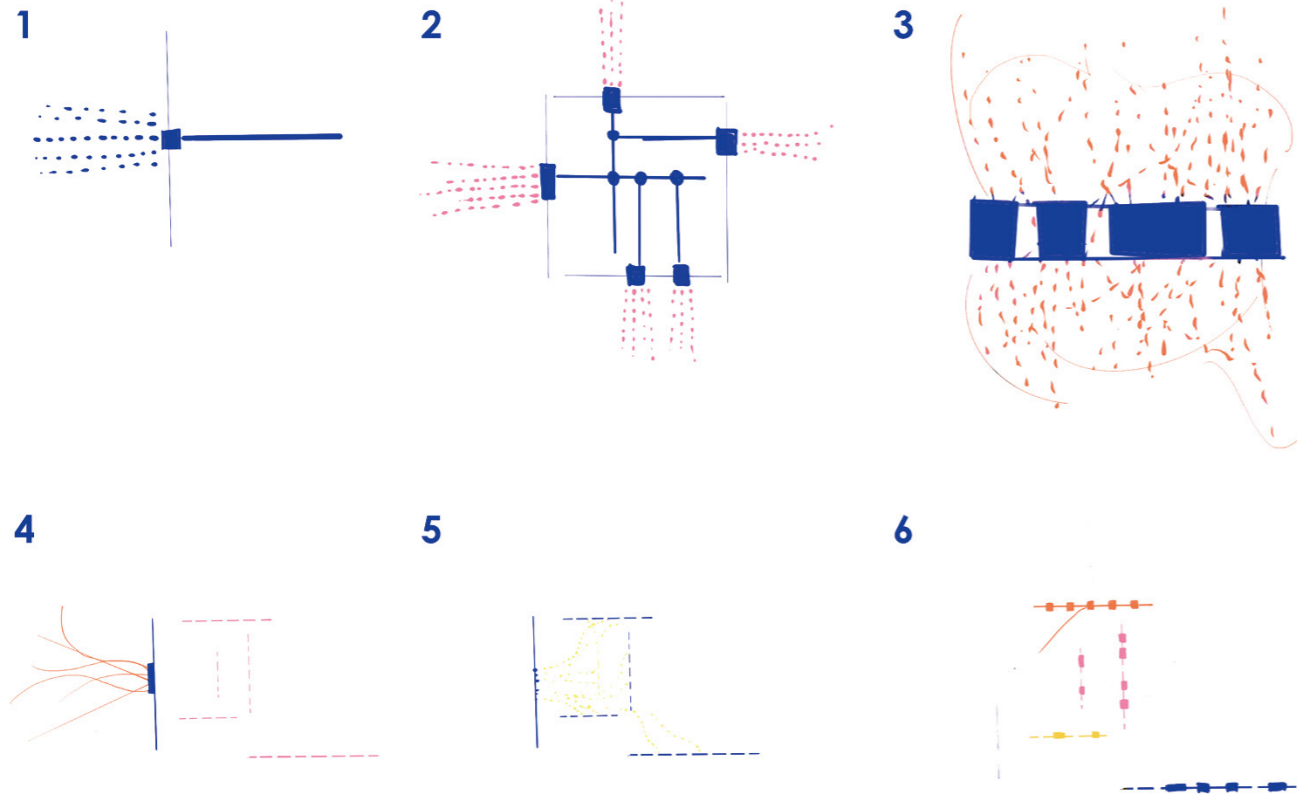
Year: Spring 2024

Instructor: Irina Verona, Jennifer Carpenter, Jerron Herman

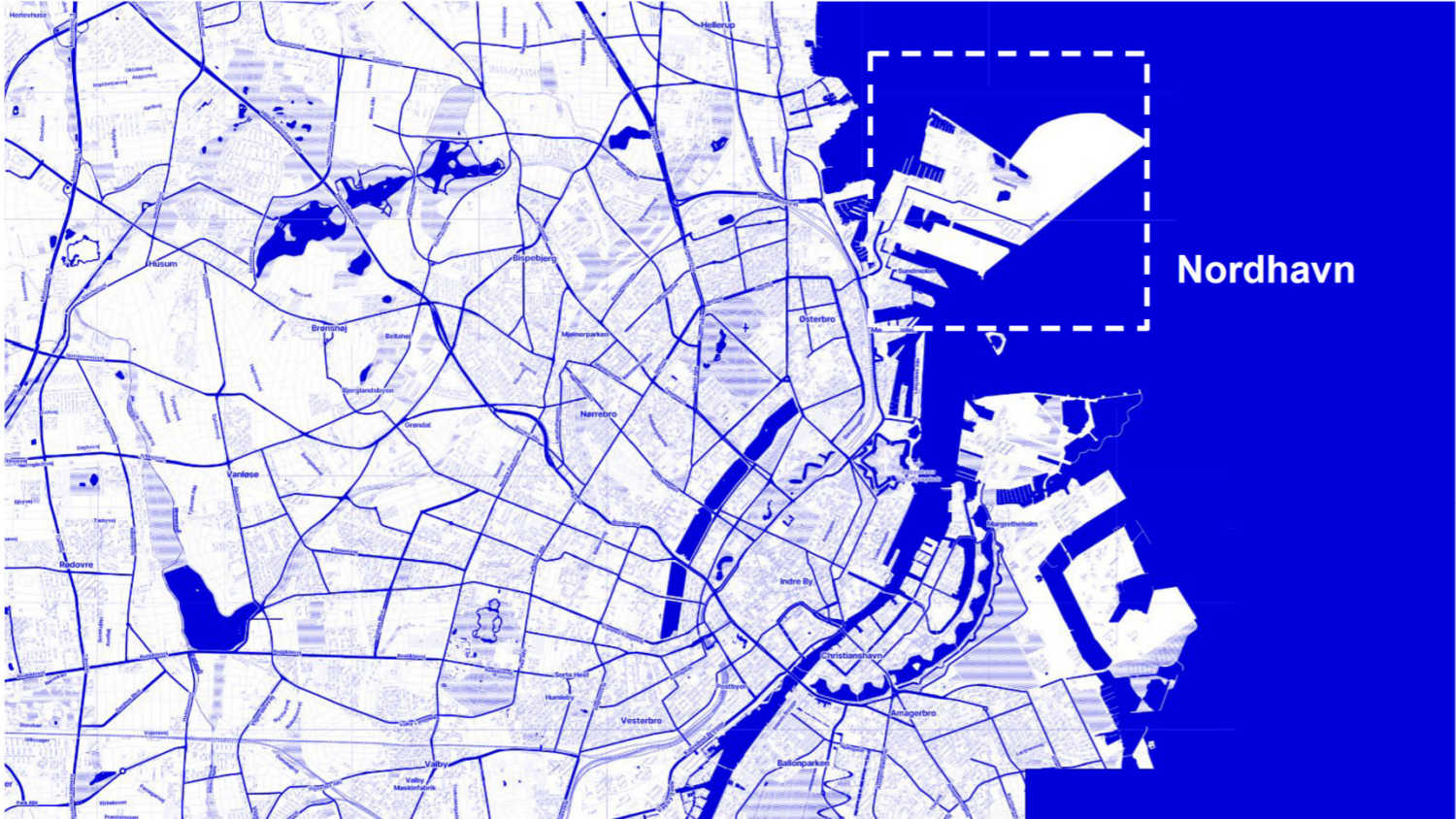
Site: Norhavn, Copenhagen, Denmark

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.

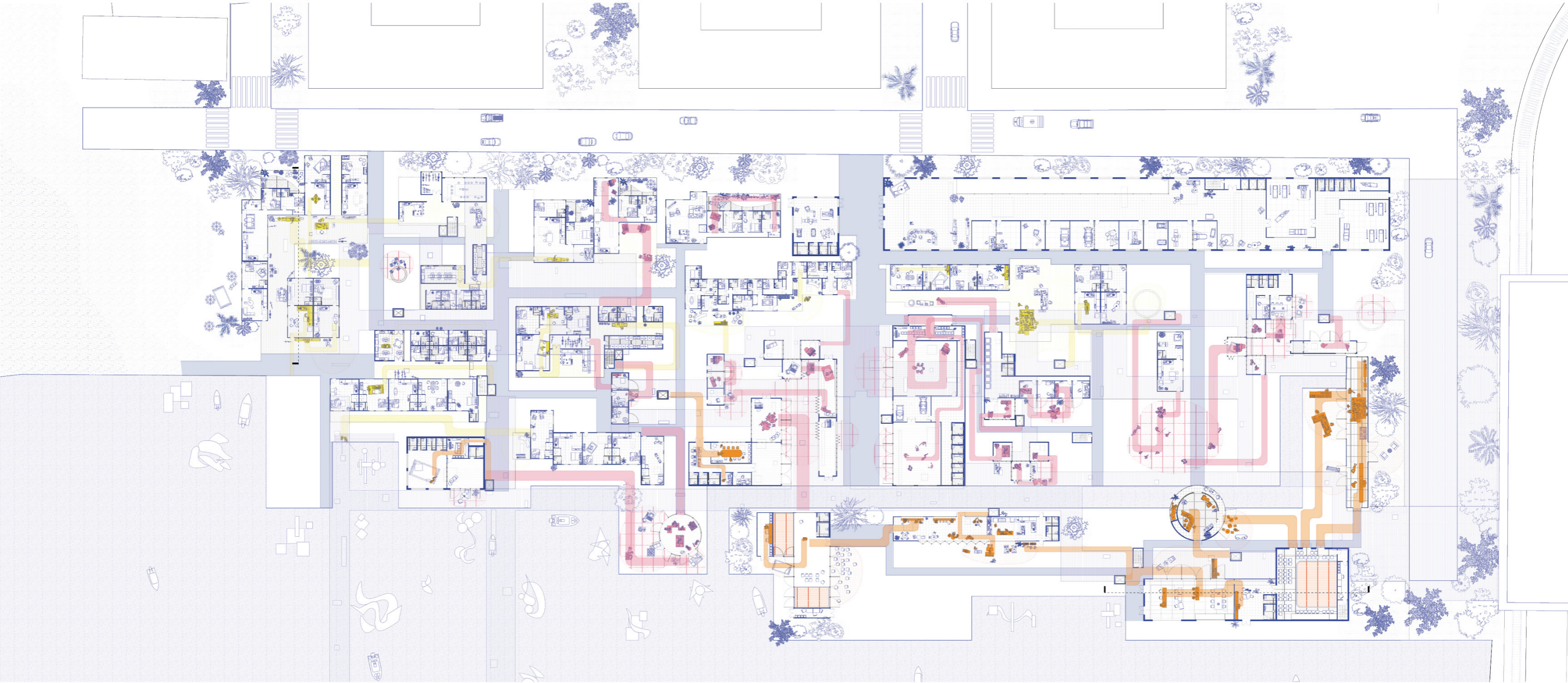
The project's architectural centerpiece, the bridge, acts as a metaphorical and physical transition space. Here, the conventional roles of visitors and performers are deconstructed, giving all users the autonomy to redefine their identities through their movement and interaction within the space. It 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.



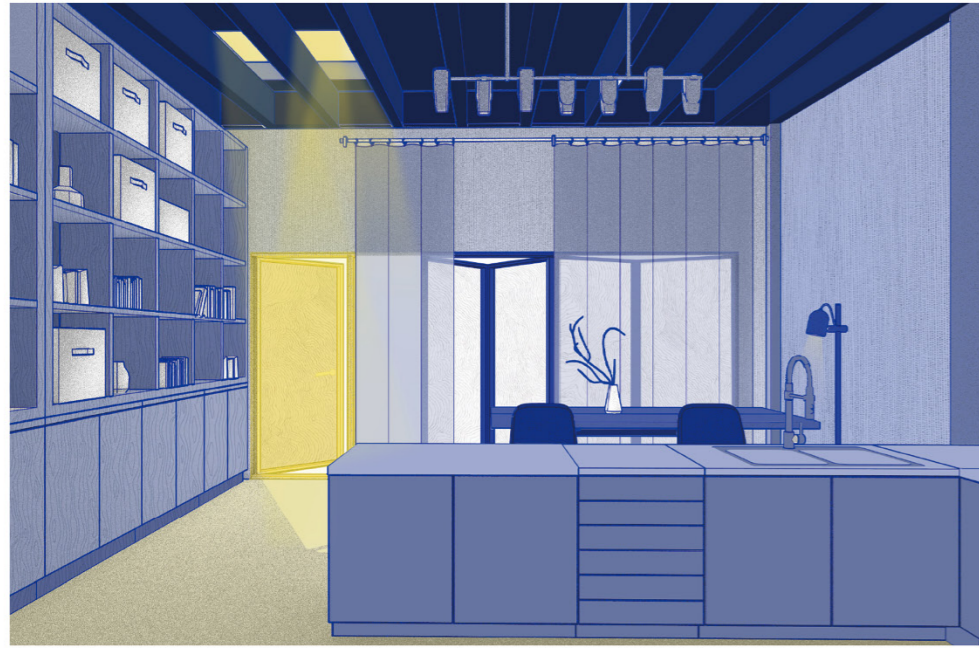
SITE INFO



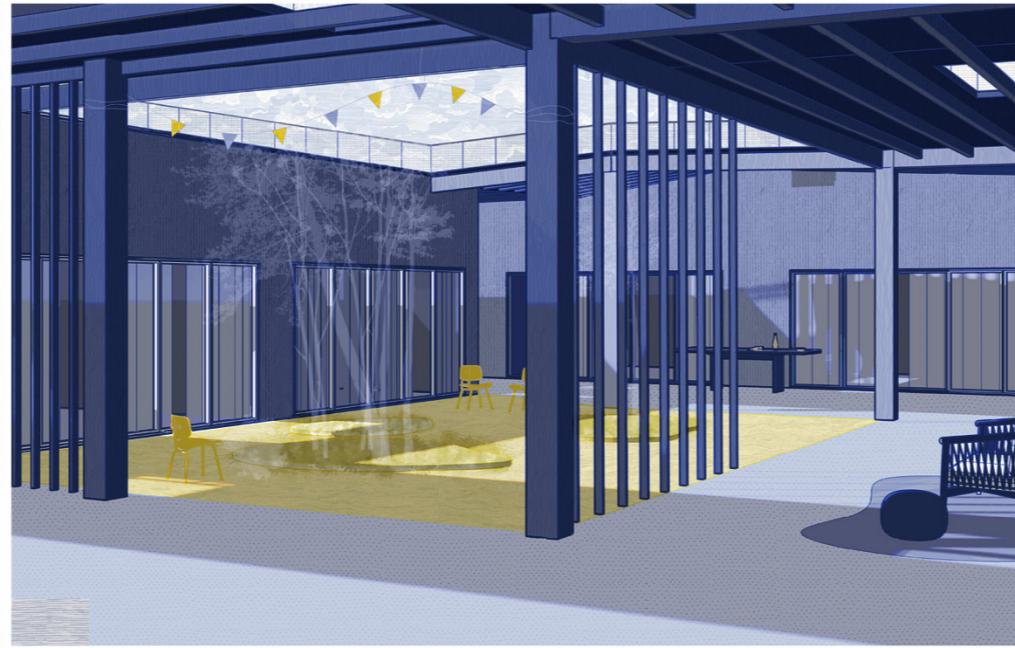
SITE PLAN - Bridge



PERSPECTIVE



Room

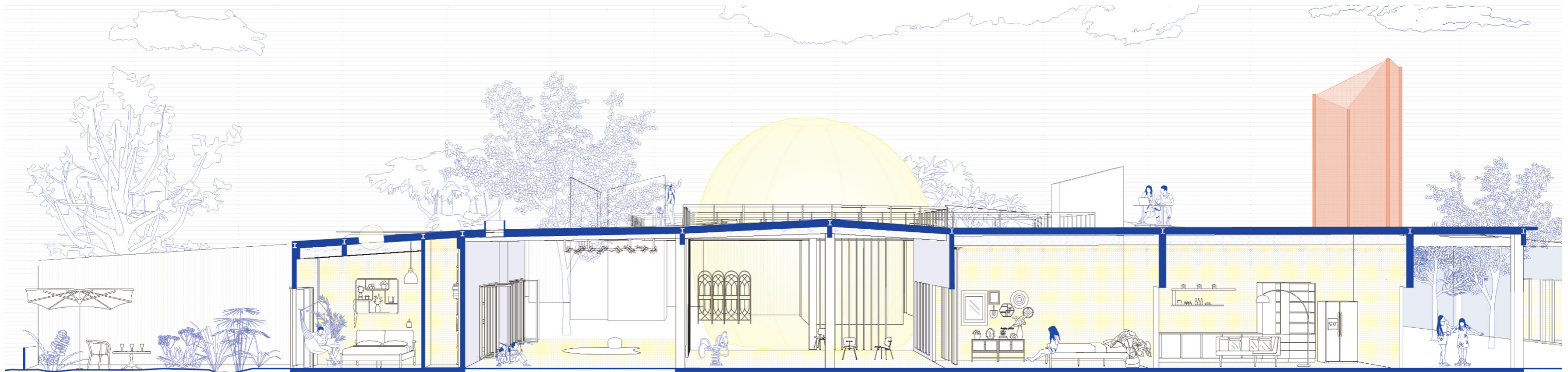


Courtyard



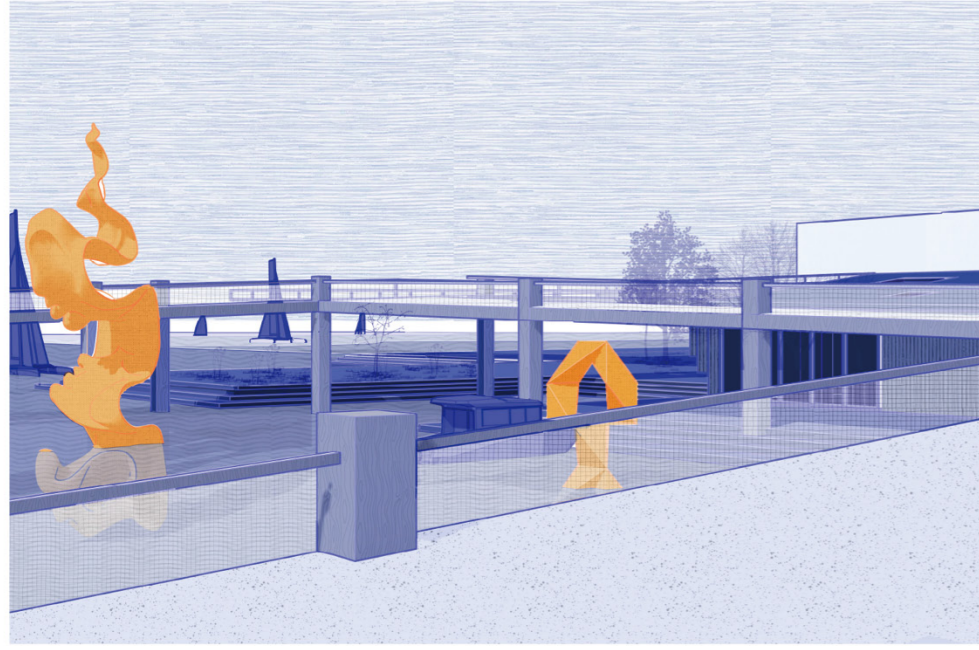
Bridge

SECTION - Residential Area



0 8 ft

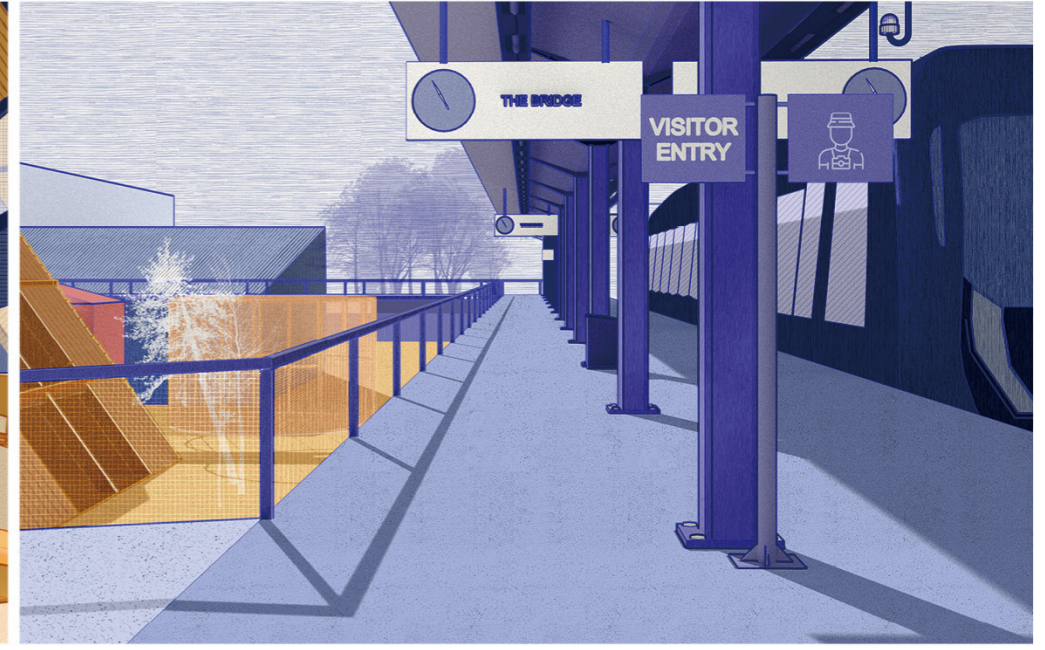
PERSPECTIVE



Sculpture Park

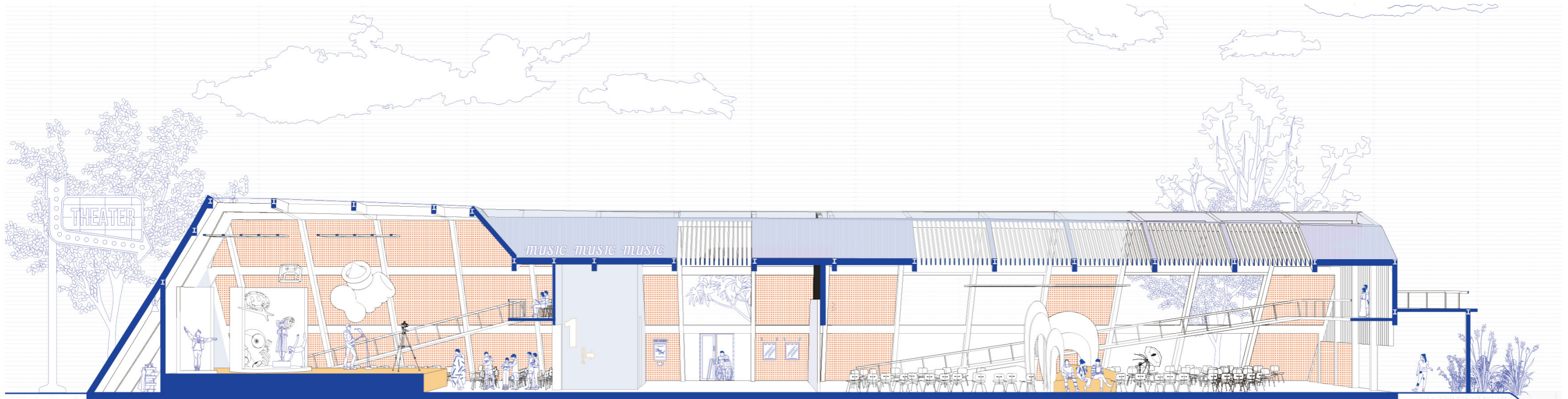


Theatre



Metro Station

SECTION - Performance Area



0 8 ft

FINAL BOARD





# External Echoes

Group Project :Ammar Rassai, Devansh Shah, Xiaoqi Shen, Yi Wu, Yifei Dong  
Course Name: Generative Design  
Year: Spring 2024  
Instructor: Danil Nagy

Site: Virtual

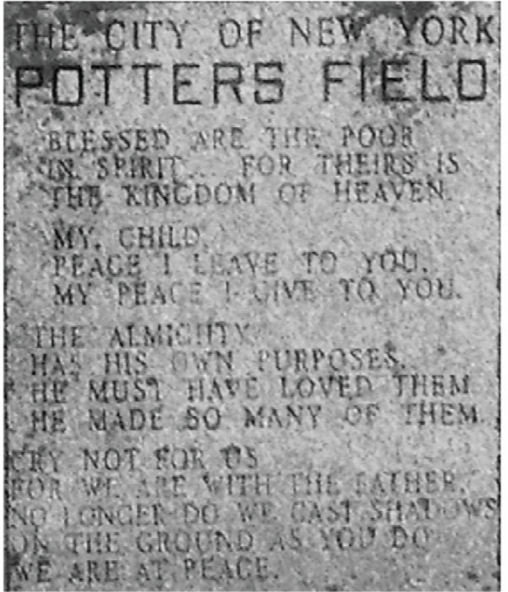
The project introduces a approach to memorialization by transforming personal memories into a 3D sculptures, reimagining traditional graveyards as sculpture parks.

Utilizing generative design technologies, this product transfer the sound of significant life events, for example: birthdays, graduations, marriages, and the birth of children—into personalized 3d forms.

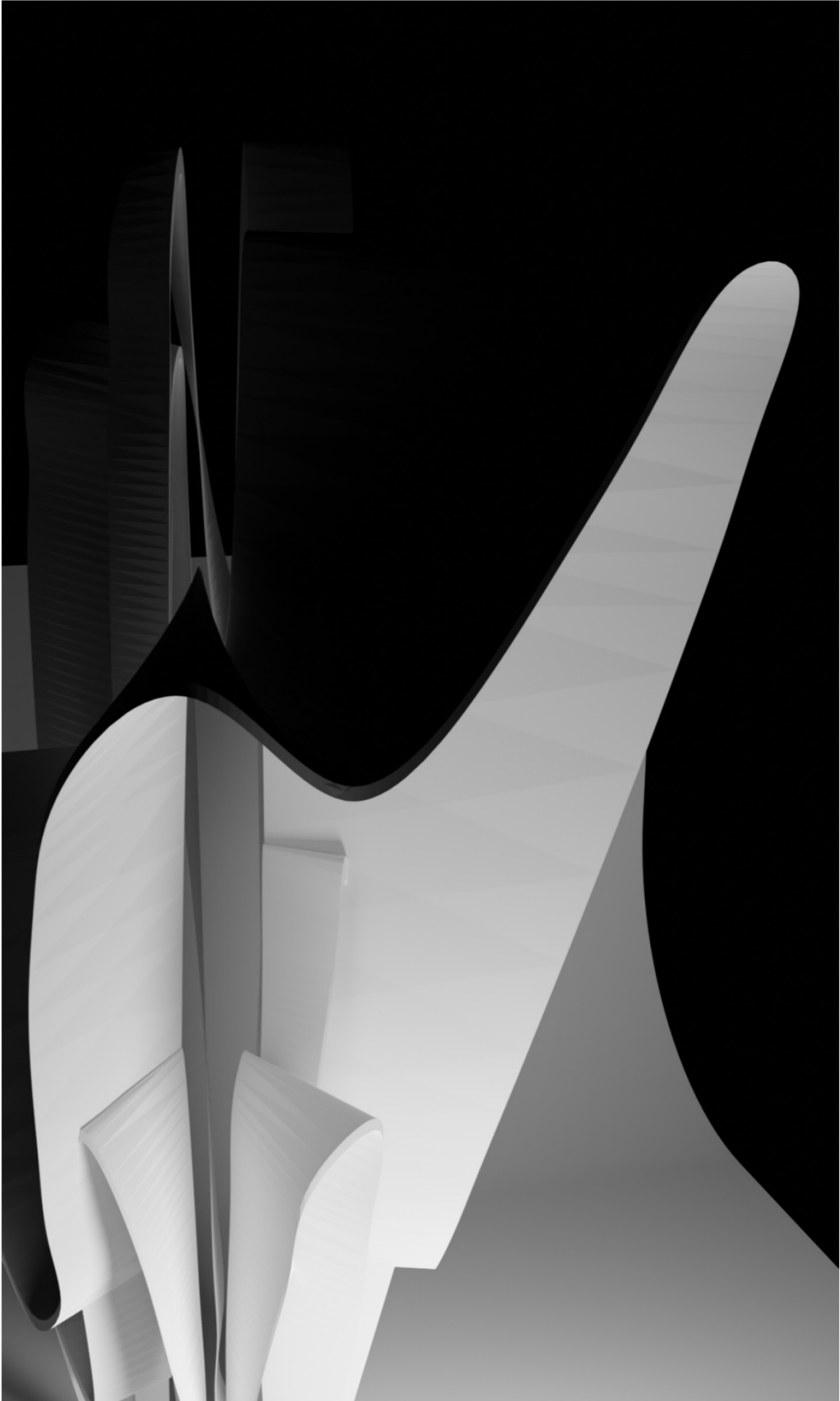
Our prototype reimagines the traditional tombstone by dividing its temporal structure and repurposing its elements to capture memories.



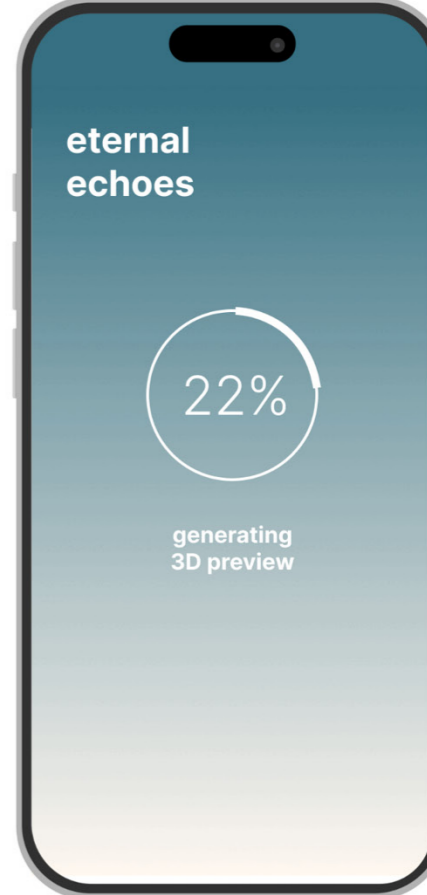
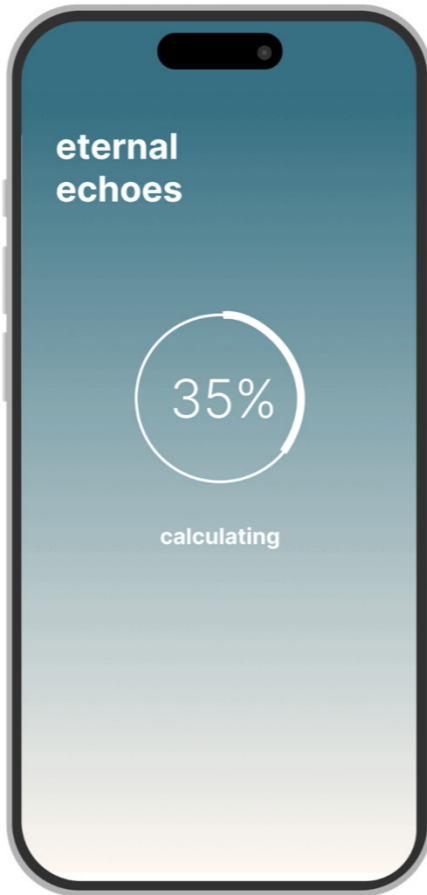
Totem - Header - Title



Base- Scripture - Body



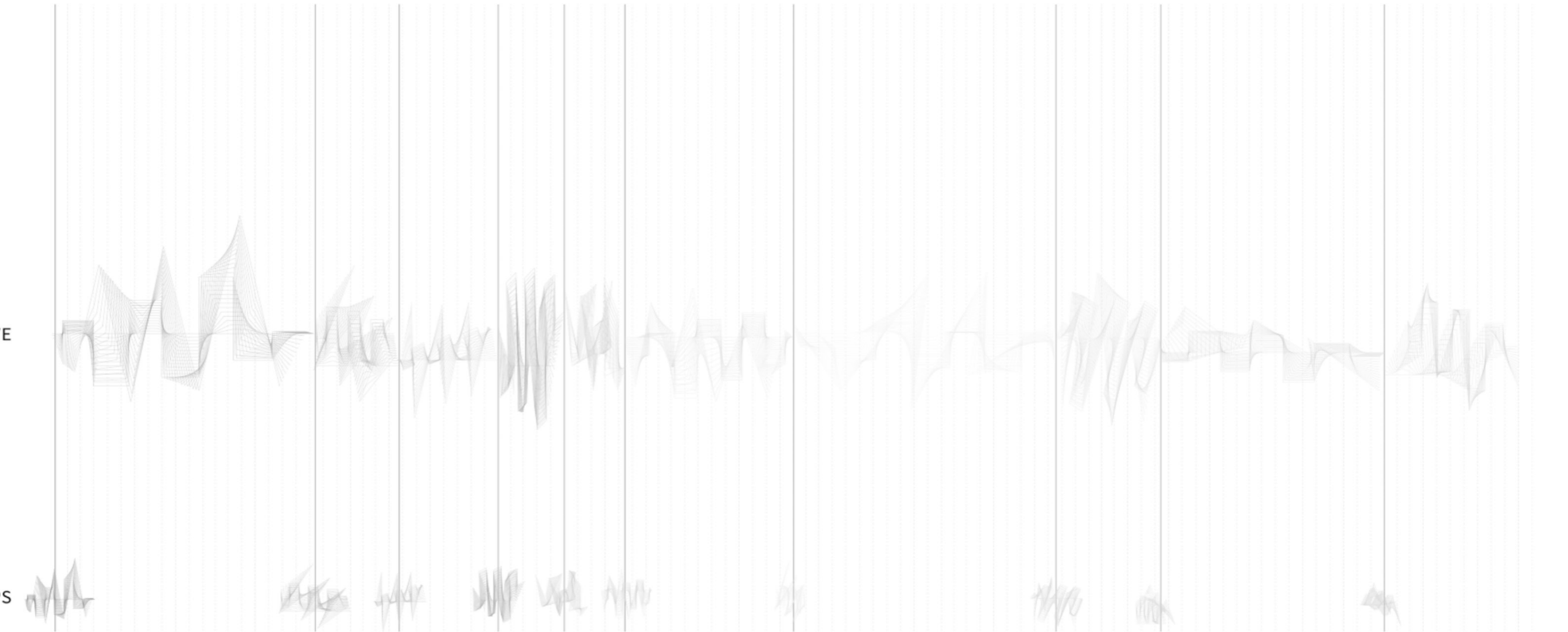
USER INTERFACE



WORK DIAGRAM

GENERATIVE ARCHIVE

TIMESTAMPS

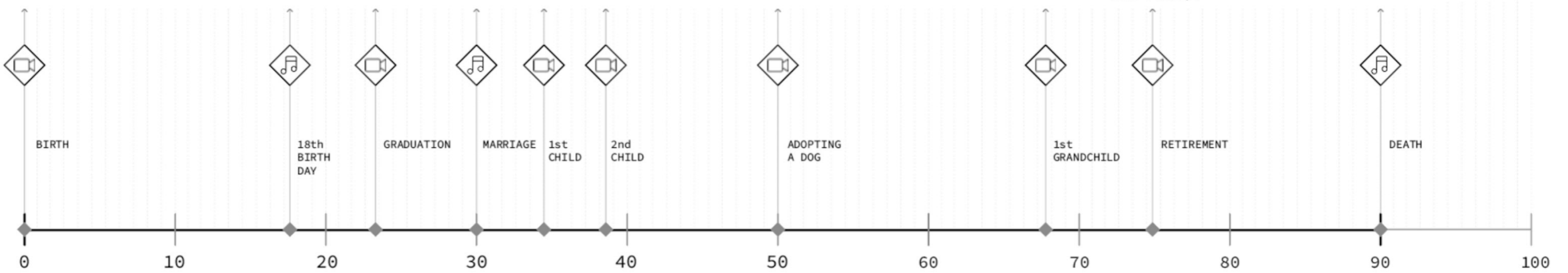


birth\_video01.mov 18 birthday mix.mp3 graduation 2024.avi mr brightside.mp3 xiaoqi first words.mp4 VID\_0924.mp4 ace.mp4 ammar0987.mp4 retirement party home video.p4 memoir.mp3

MILESTONE

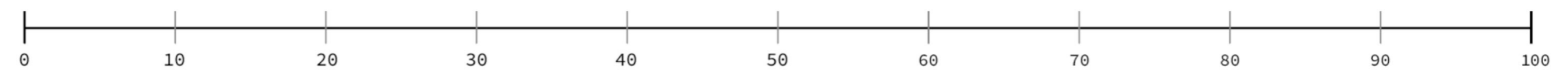
TIMELINE

AGE



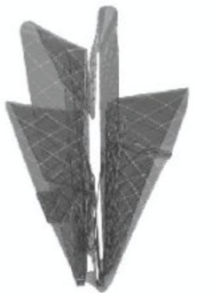
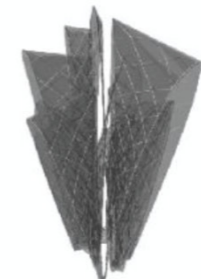
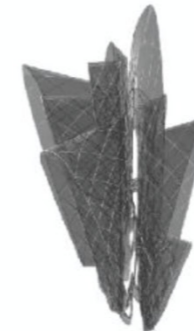
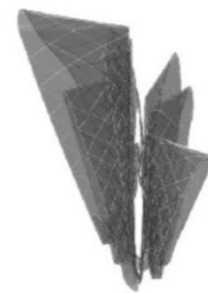
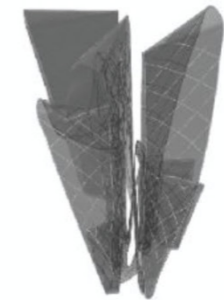
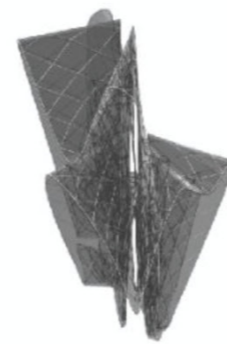
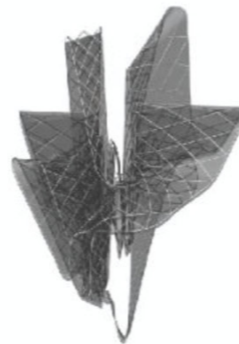
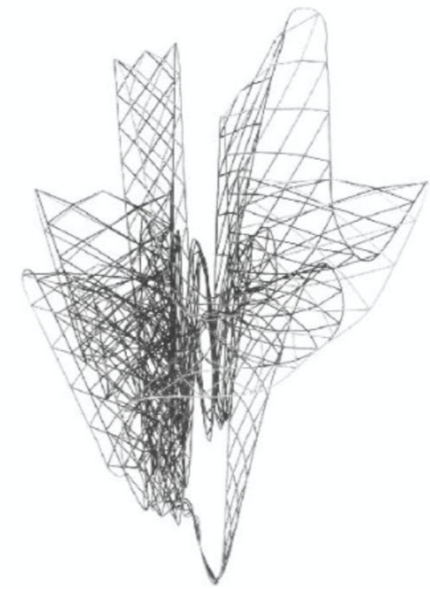
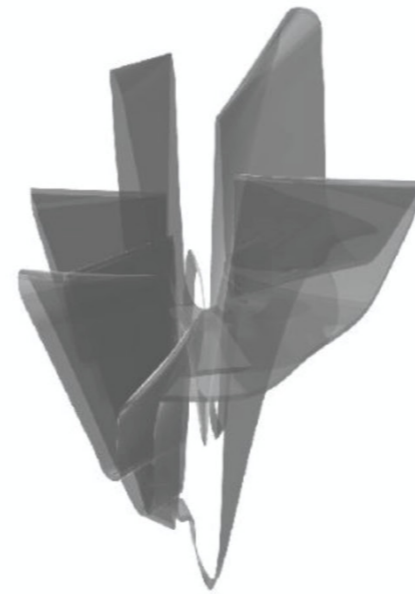
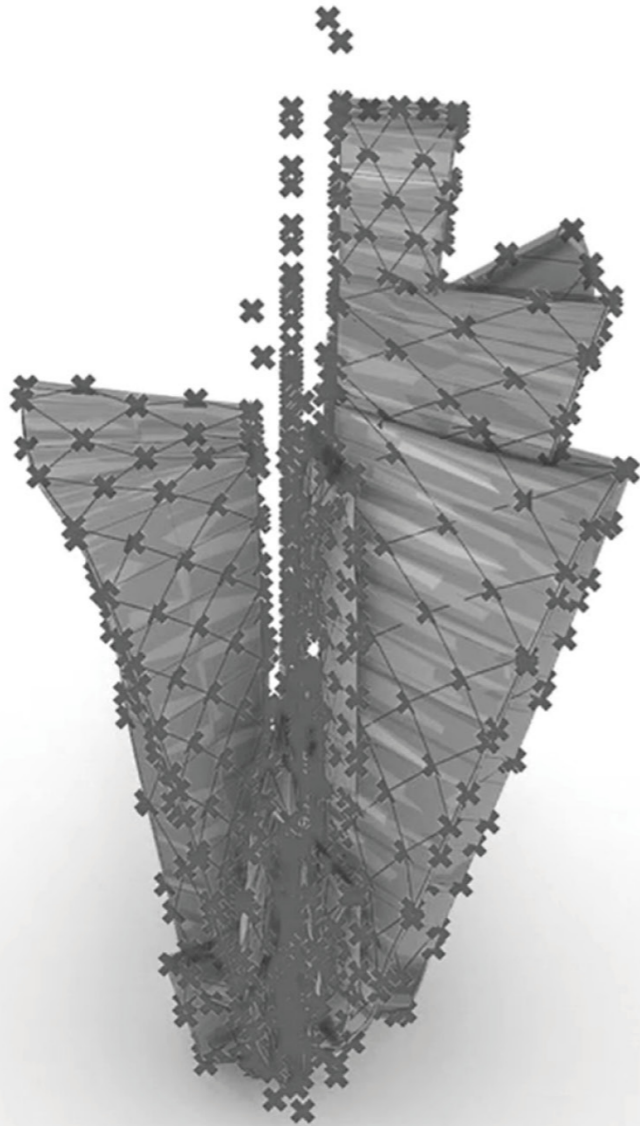
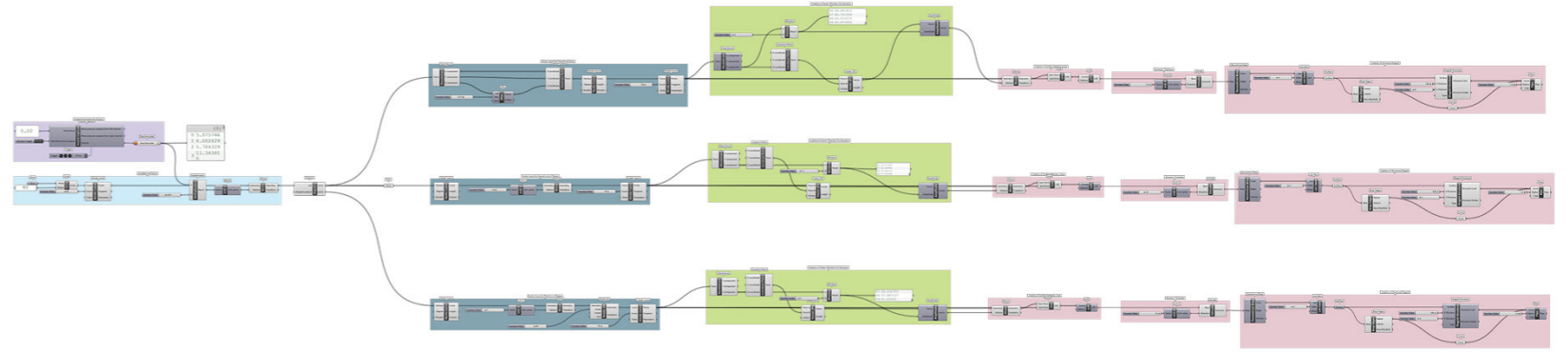
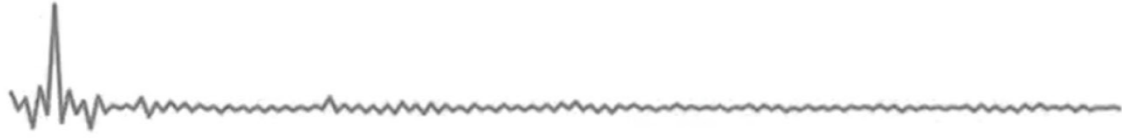
TIMELINE

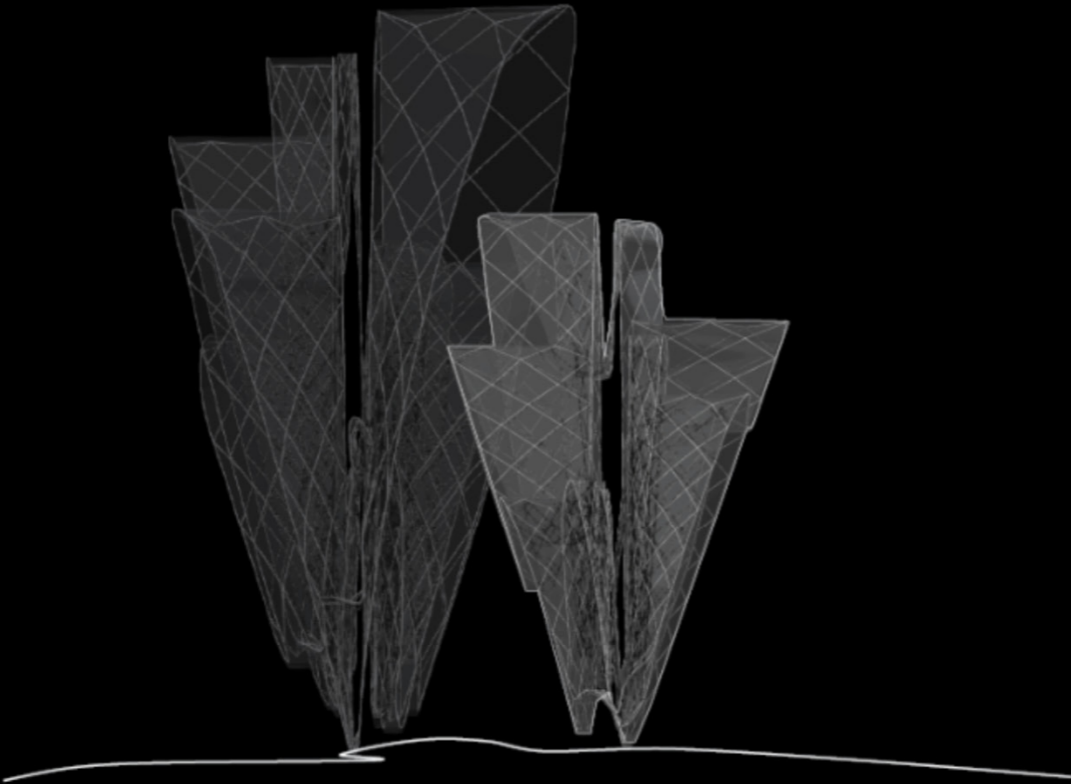
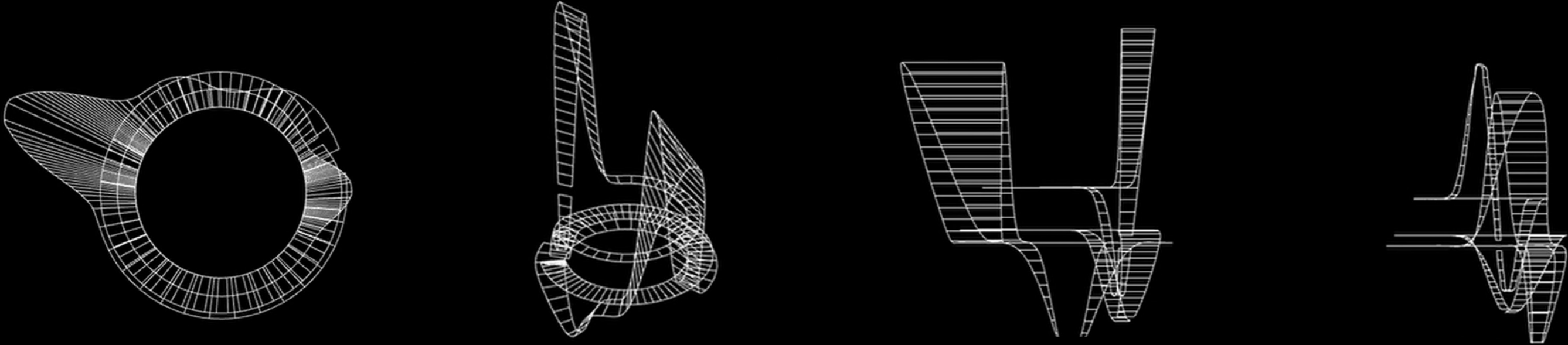
AGE



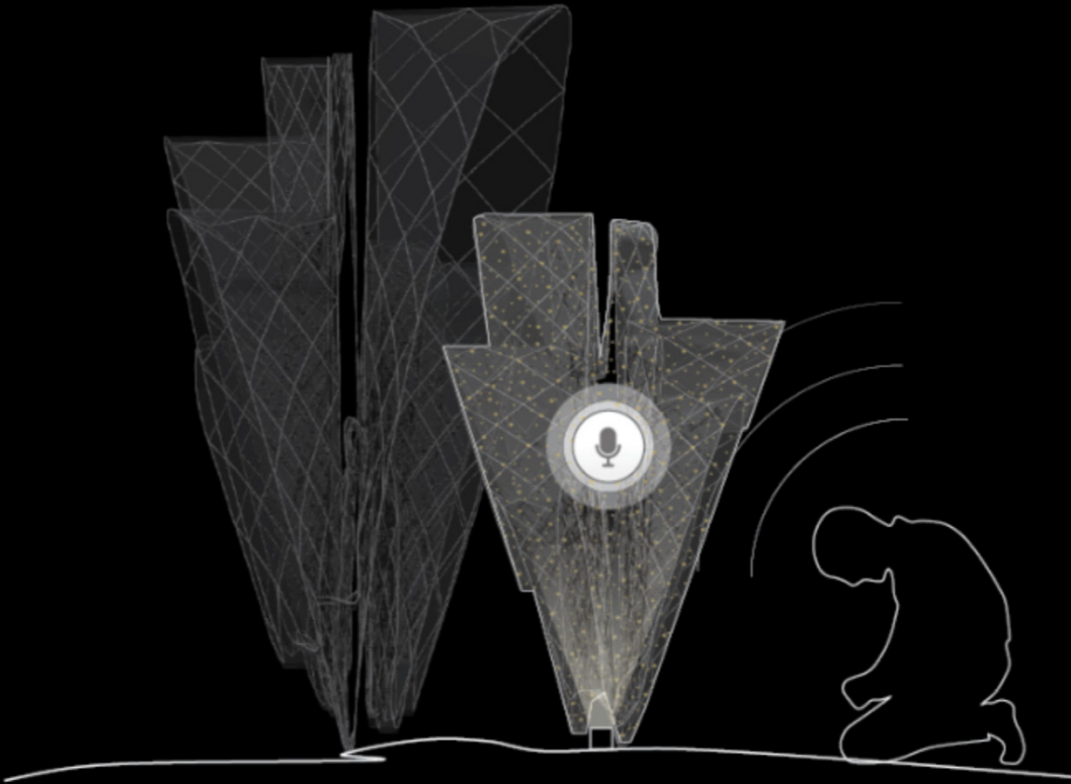
▶ Carmen Twillie  
Circle of Life

4:00





SOUND INPUT TO GENERATE  
FORM OF GRAVESTONE



PROJECTION GENERATED BY  
MICROPHONE INPUT AS FEEDBACK

RENDER



# Studio Escape

Group Project: Xiaoqi Shen, Zhexu Yang  
Course Name: Virtual Architecture  
Year: Spring 2024  
Instructor: Nitzan Bartov

Site: Virtual

“Studio Escape” is an exploration and escape game that starts with the main character entering the normal studio space. The character will try to find a way out by smashing the correct object that triggers the portal. Once the portal opens, the character can go through the portal and explore the new studio space. Different portals lead to different spaces, and might lead to where you started. Player can go back and forth between spaces with different scales, punch and smash some chairs, computers, and models, and really explore the space to find a way out!

