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66 67 68 69 70 71 72

Kai Sangbum Park

Seoul / New York

NUMBERS : 2018 SPRING/SUMMER TO 2026 SPRING/SUMMER

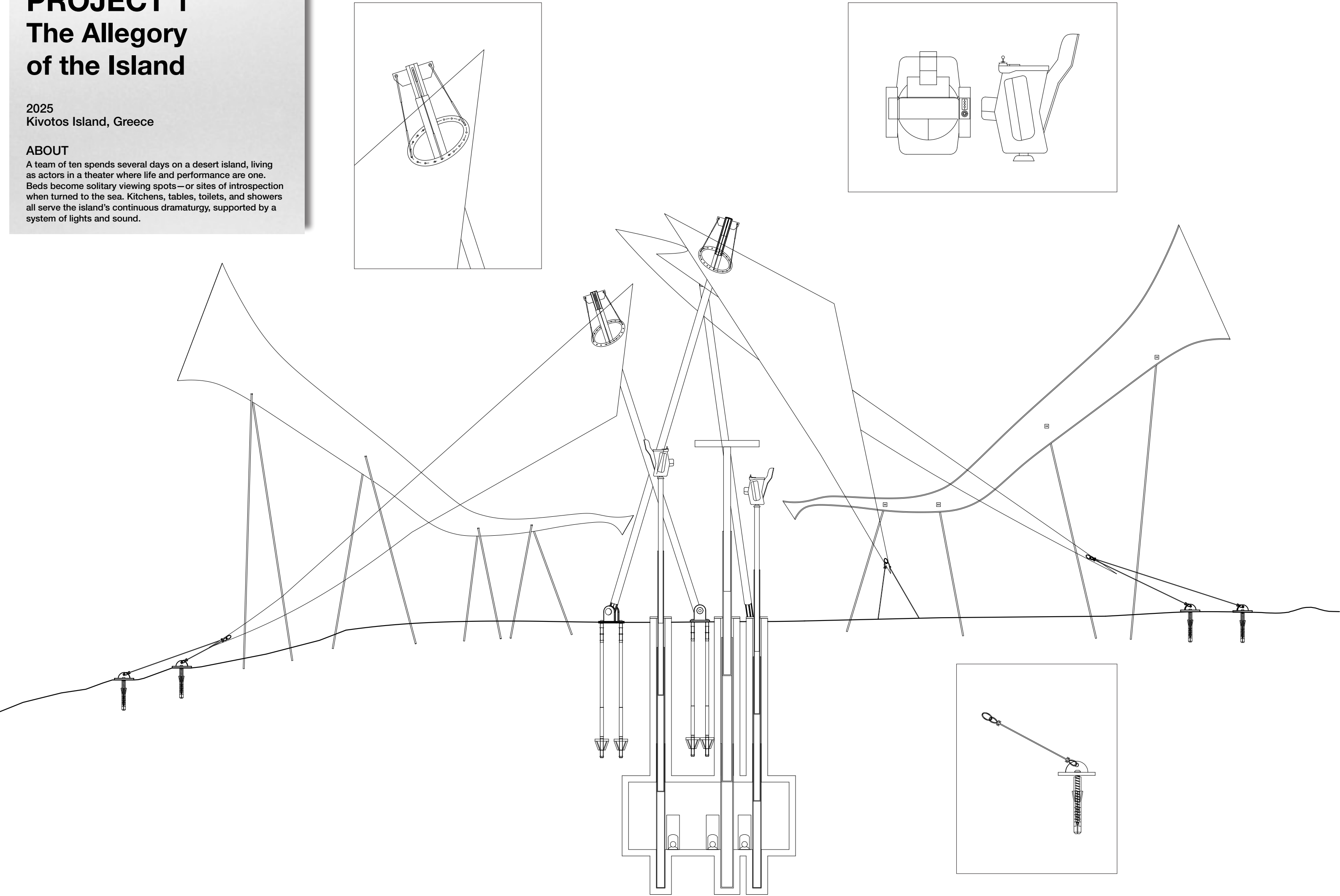
PROJECT 1

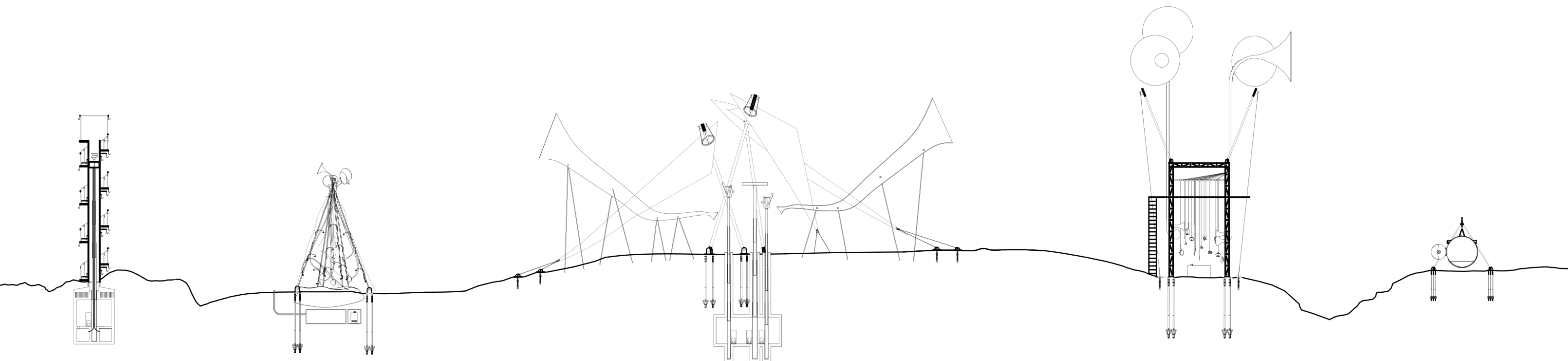
The Allegory of the Island

2025
Kivotos Island, Greece

ABOUT

A team of ten spends several days on a desert island, living as actors in a theater where life and performance are one. Beds become solitary viewing spots—or sites of introspection when turned to the sea. Kitchens, tables, toilets, and showers all serve the island's continuous dramaturgy, supported by a system of lights and sound.





Island of Shadows

This project proposes the construction of an allegorical installation that reinterprets Plato's famous cave from *The Republic*, situating it within the context of contemporary metropolitan life. At once a conceptual commentary and a protocol for real inhabitation, the installation invites participants to live temporarily within a constructed environment where daily life becomes indistinguishable from performance. The island is organized as an open-stage apparatus. Its architecture does not offer shelter but frames experience. Ten elevated, fixed beds function both as resting platforms and observational devices. Each bed faces a central zone—partially visible, partially obscured—illuminated by natural sunlight during the day and artificial projectors at night. The movement of bodies through the elemental registers of water and fire—via showers and kitchens—generates an evolving visual field.

At times, sound is captured and amplified, composing an additional acoustic layer. At the core of the installation lies a communal area: a Table flanked by exaggerated, fully visible curtains. These are deliberately exposed, oriented toward the audience-beds, and strategically lit to produce strong silhouettes. Shadows from steam, fire, movement, and gesture are projected onto constructed surfaces, forming a live shadow theater. Unlike Plato's prisoners, who see only illusions, the participants here both generate and perceive the shadows—they are subjects and objects of the projection. There is no script, yet structure dictates form: whatever takes place becomes image. There are no designated actors, yet all who enter inevitably perform. The installation transforms necessity—eating, bathing, sleeping—into spectacle. However, beyond the involuntary performativity of everyday actions,

participants may also choose to initiate or collaboratively compose deliberate theatrical sequences. In this way, the piece oscillates between passive exposure and conscious dramaturgy. Participation is non-coercive but structurally unavoidable. To inhabit the space is to be drawn into its logic of display. Privacy is dismantled by spatial framing; repetition, light, and geometry construct a grammar of symbolic life. The Platonic cave is here not only evoked but re-materialized as a spatial mechanism—no longer a metaphor alone, but a lived condition. Each inhabitant assumes a dual position: simultaneously actor and audience, both producing and observing the spectacle. Groups of ten participants book multi-day residencies on the island. During this time, they inhabit the installation as a living performance, their trajectories, gestures, silences, and voices constituting an emergent dramaturgy.

Sound is transmitted through scattered loudspeakers; their presence unfolds as both environment and event. The beds offer moments of solitude—thresholds between observation and introspection. Oriented toward the sea, they permit a retreat from the shared theater without fully escaping it. Kitchens and long communal tables act as sites of performative ritual, while toilets and showers—ordinarily private—are reintegrated into the aesthetic order of the installation, contributing to its temporal script. A dispersed system of lighting and ambient sound anchors the theatrical condition. The island is not a backdrop—it is the play itself: inhabited, composed, and enacted continuously.



Epnuovnos

Hydra

Artificial Structures (AS)

- AS1 Entrance harbour
- AS2 Stone way
- AS3 Old Ruin
- AS4 Small Chapel
- AS5 Well

Craters

- C1 Shark Spin
- C2
- C3
- C4
- C5 Edge of the World
- C6
- C7
- C8 Black Holes
- C9
- C10 Camel Head

Hill

- H1 Top of the Hill
- H2

Sea Cliff

- SC1 Tide Wall
- SC2
- SC3

Inland Cliff

- IC1 Backrest
- IC2
- IC3

Plain

- P1 Seat Plain
- P2
- P3 Red Carpet
- P4
- P5
- P6
- P7

Bay

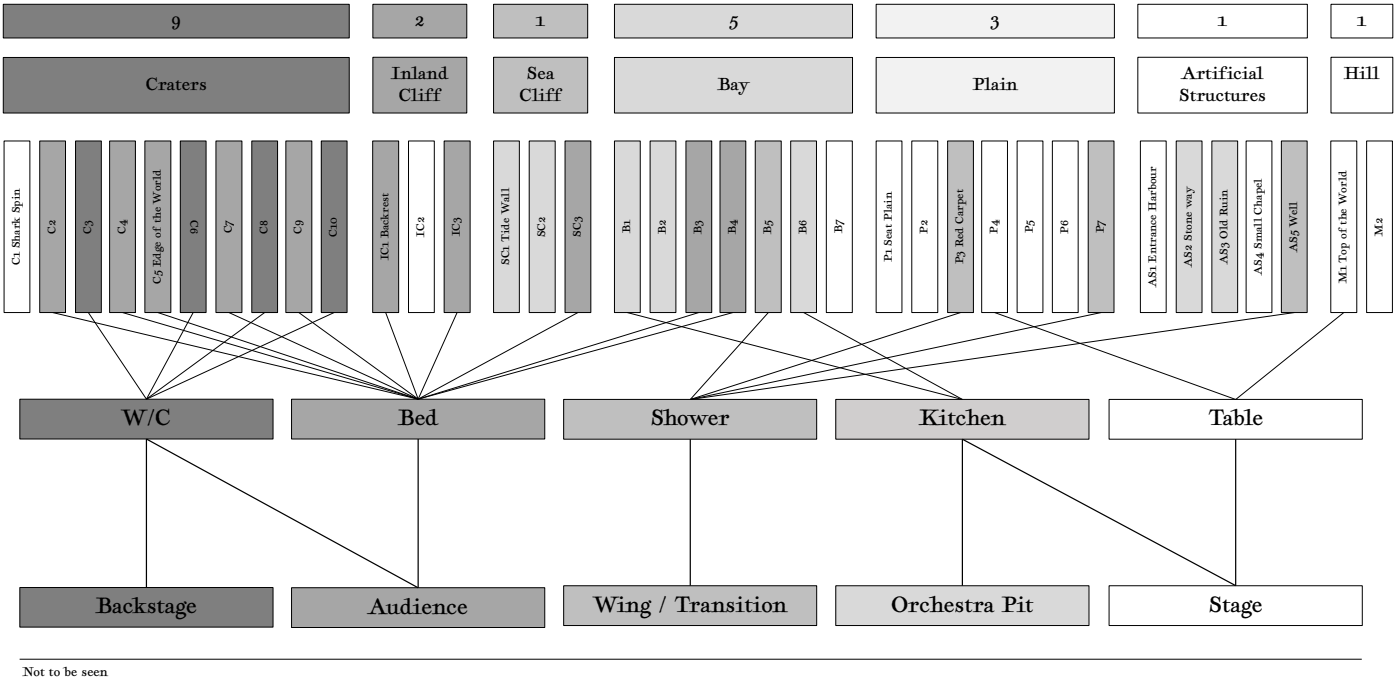
- B1
- B2
- B3
- B4
- B5
- B6
- B7

Analysis

Geographical
Programme
Theatrical
Programme
Characteristics

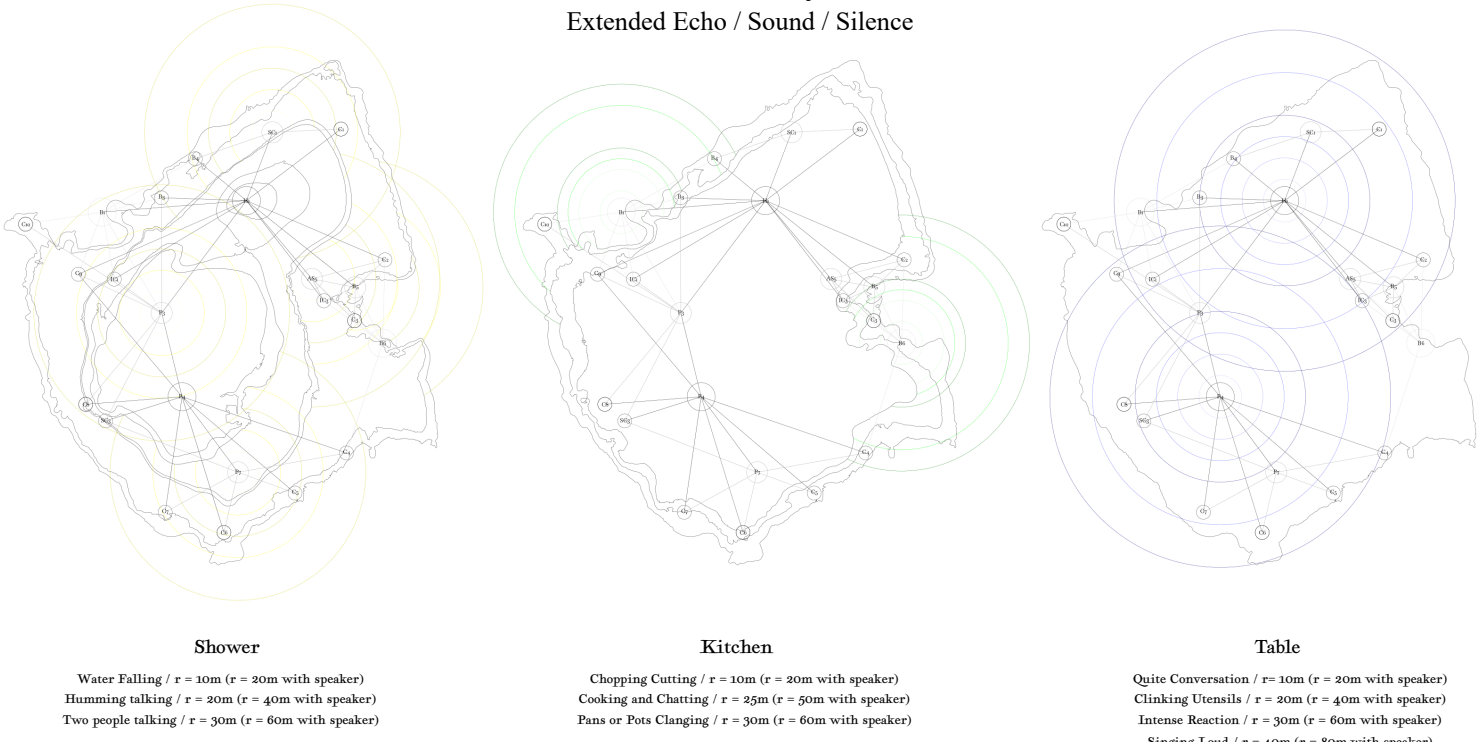
Theatrical Analysis

Geography / Programme / Theatricality



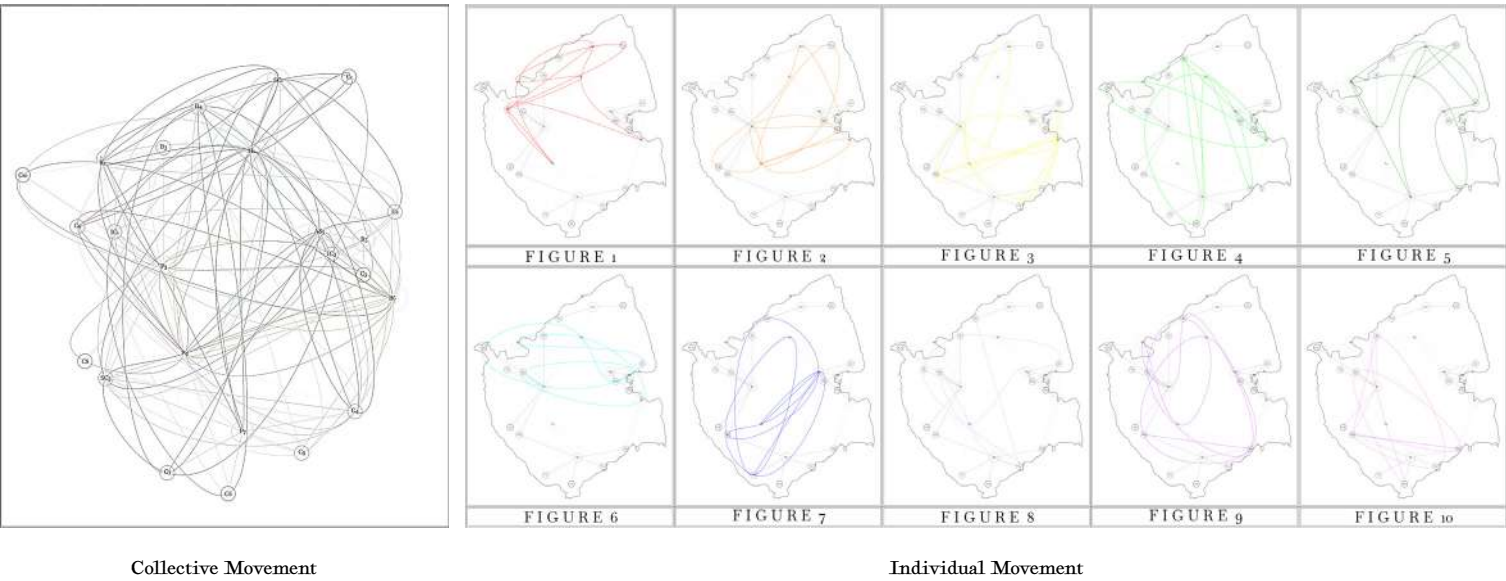
Sound Analysis

Extended Echo / Sound / Silence



Movement Analysis

One Day on the Island



Light & Shadow Analysis

Visible / Invisible / Vailed

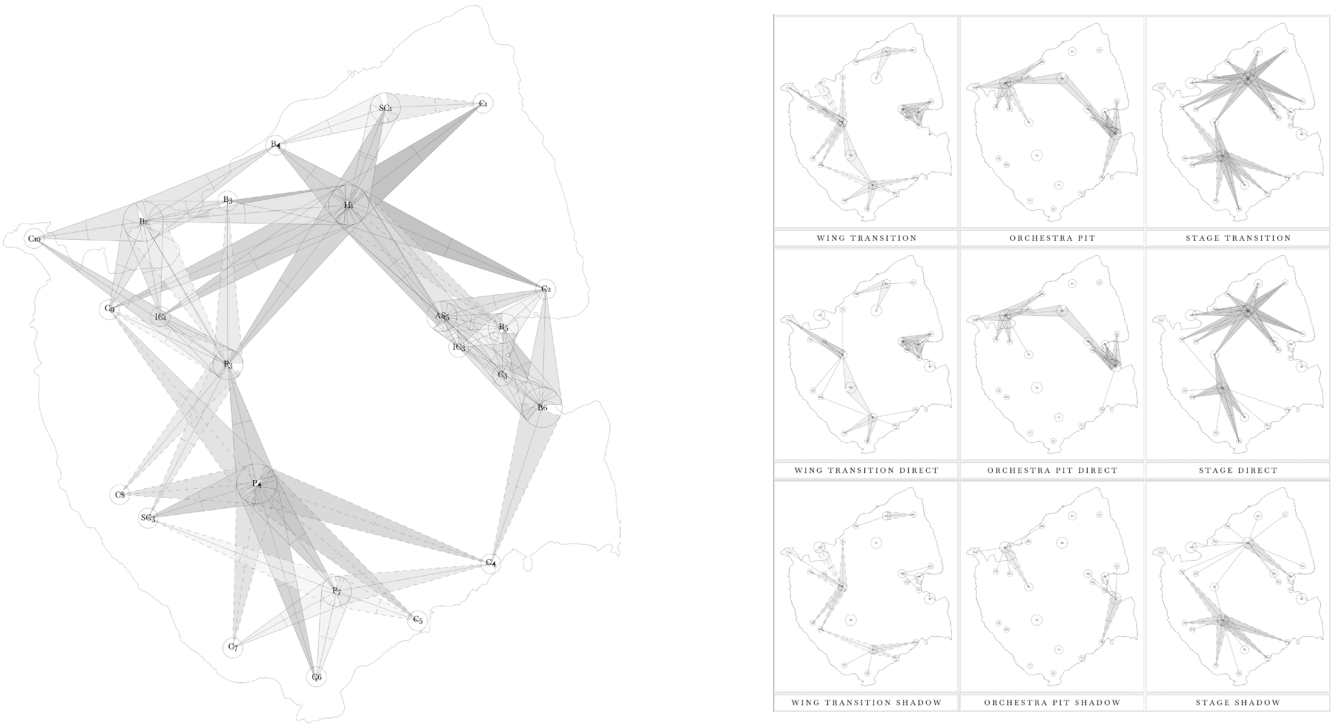
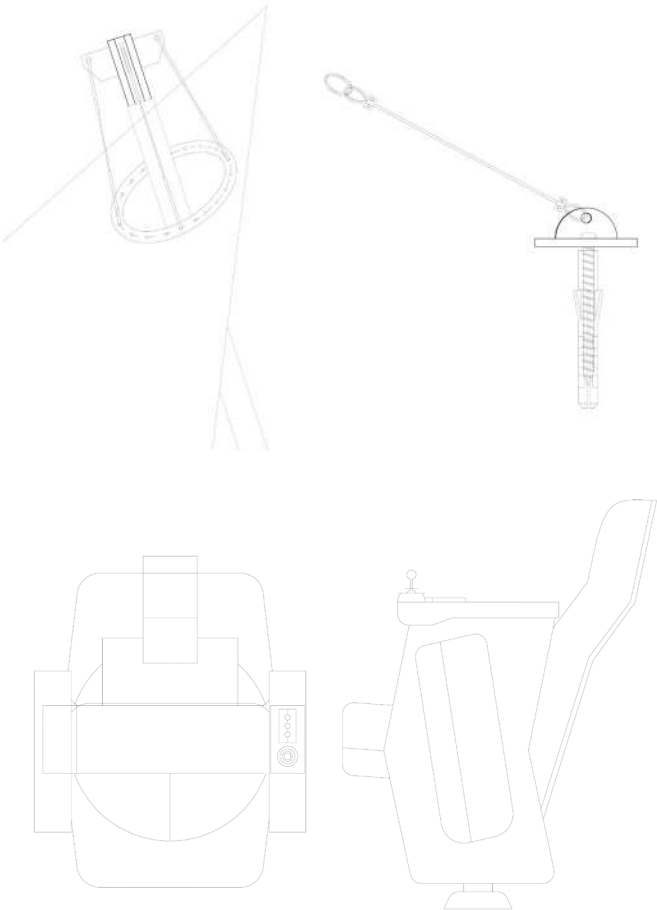
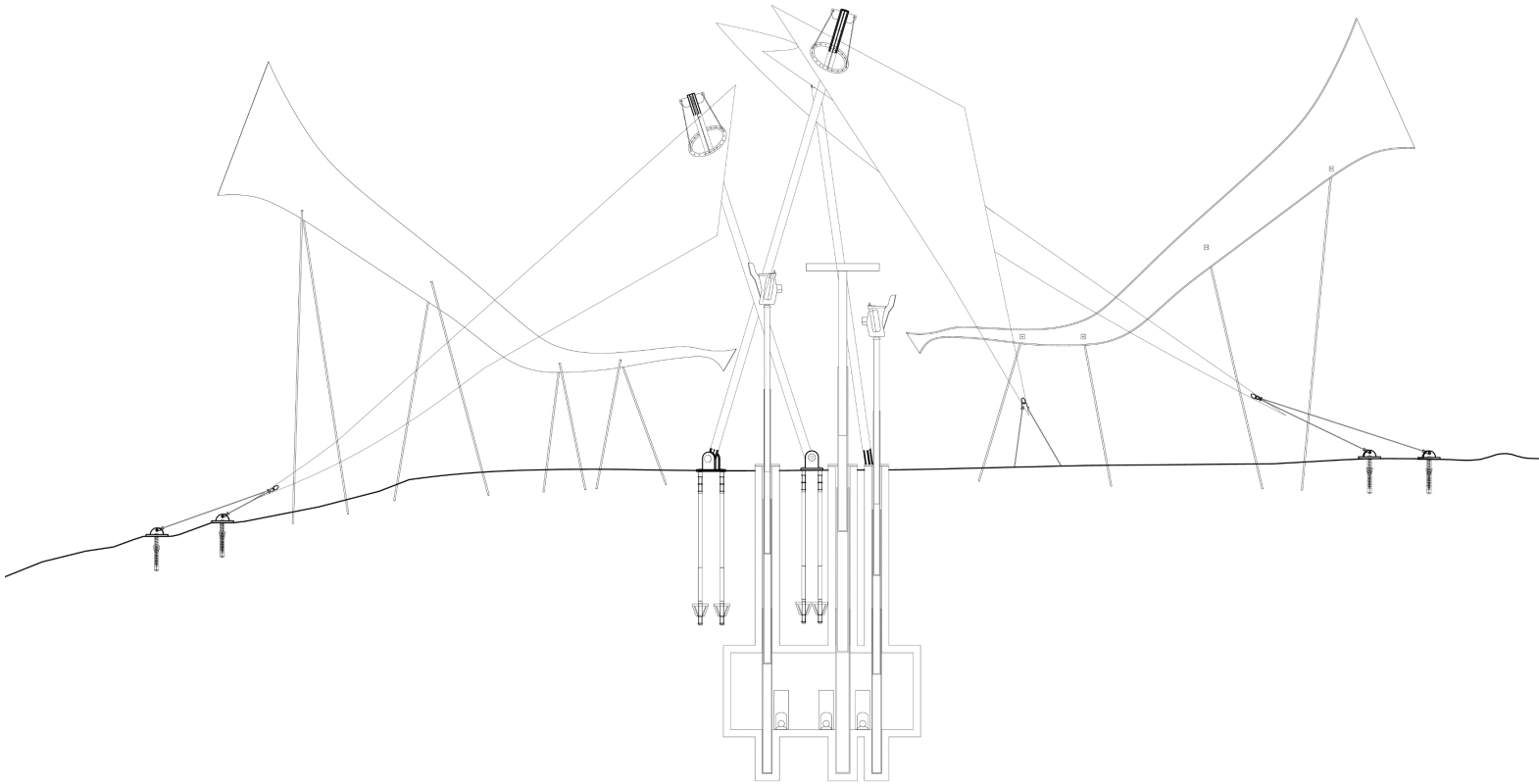
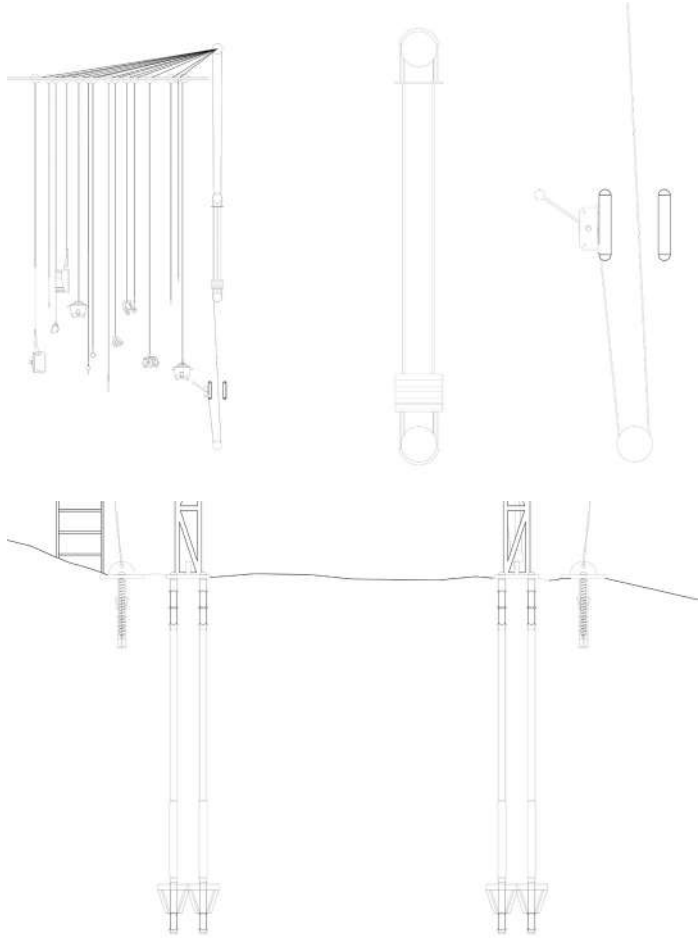
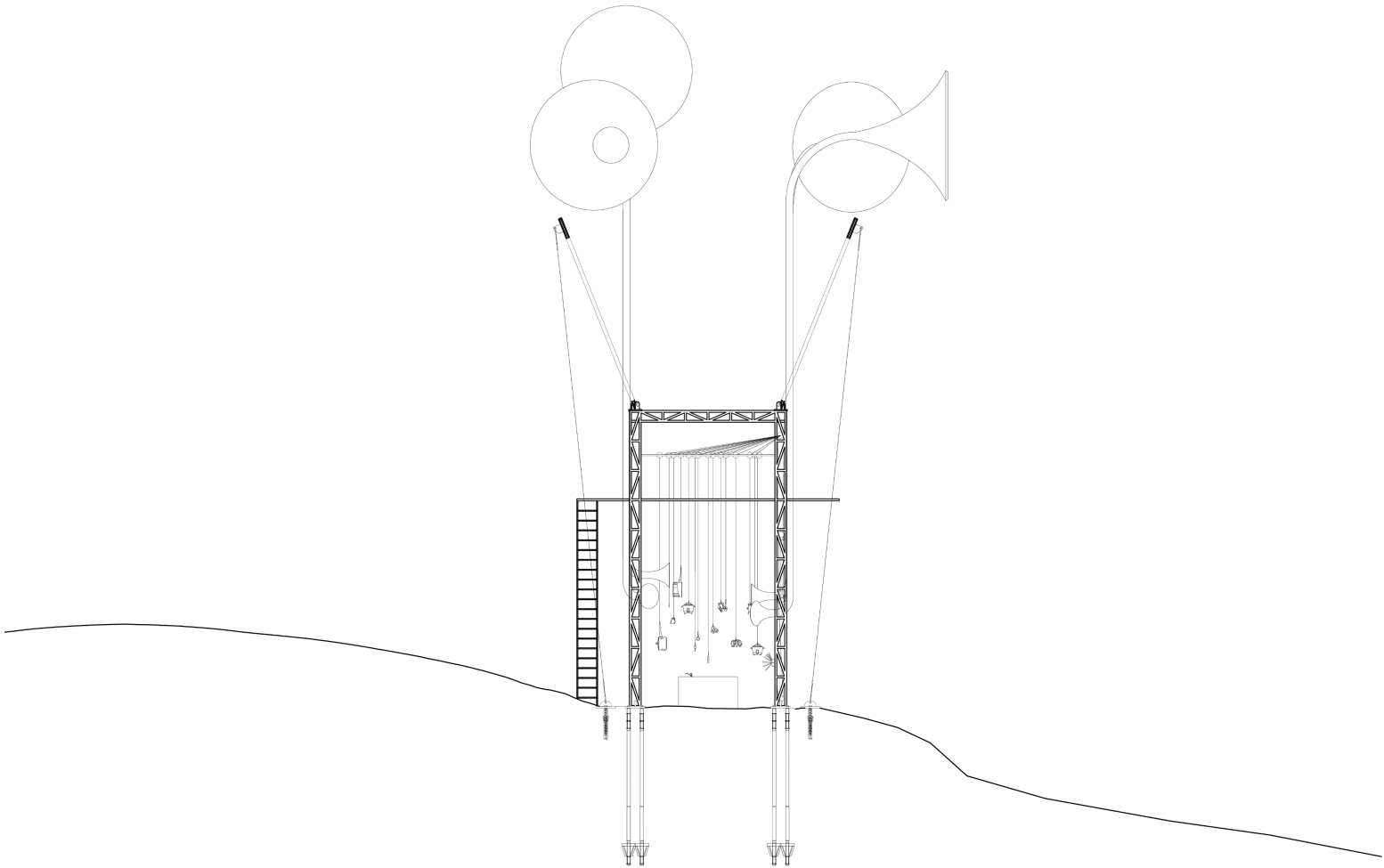


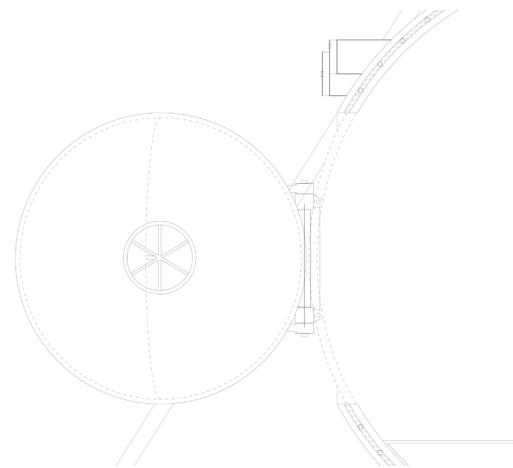
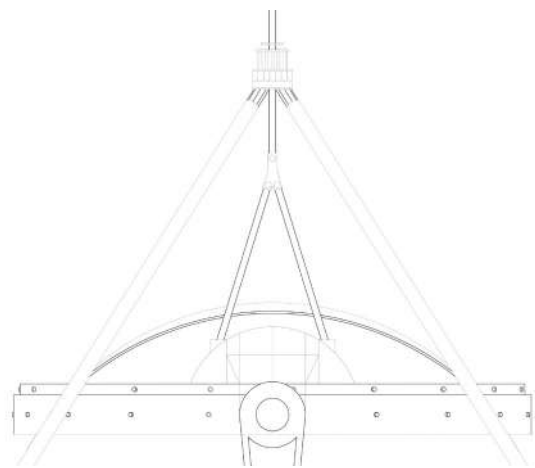
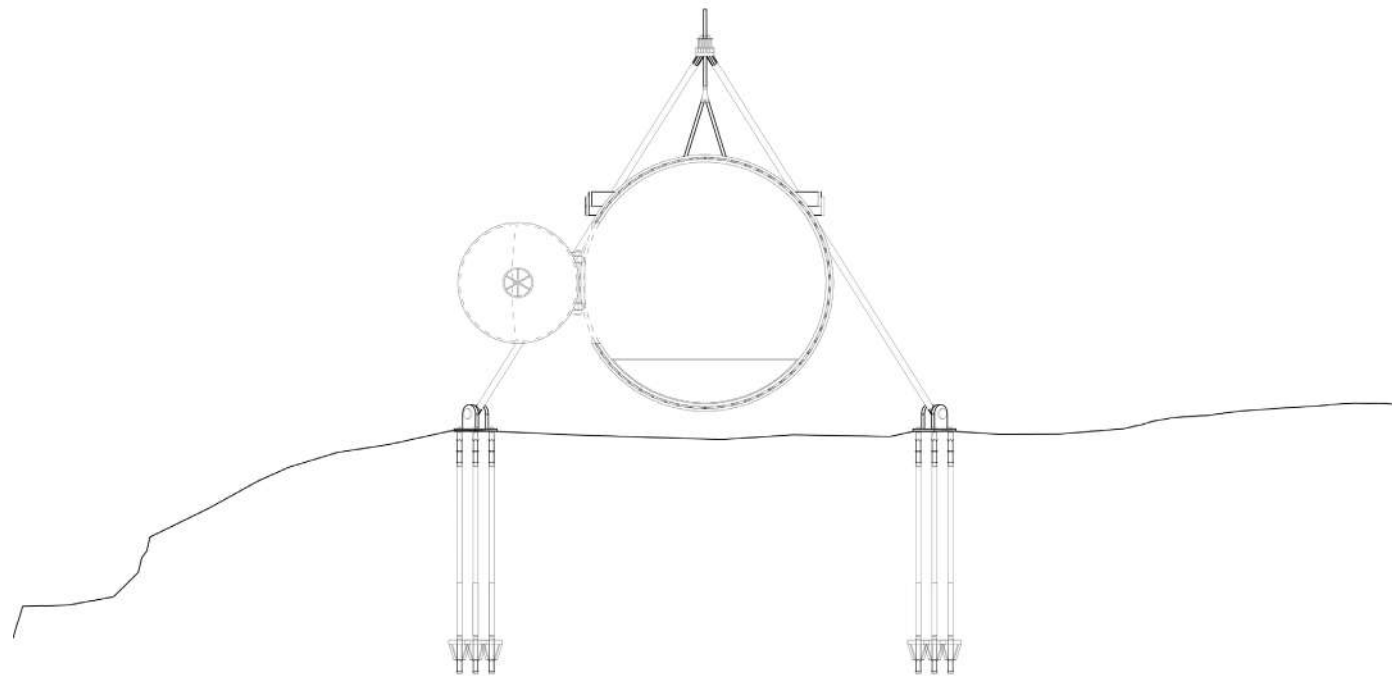
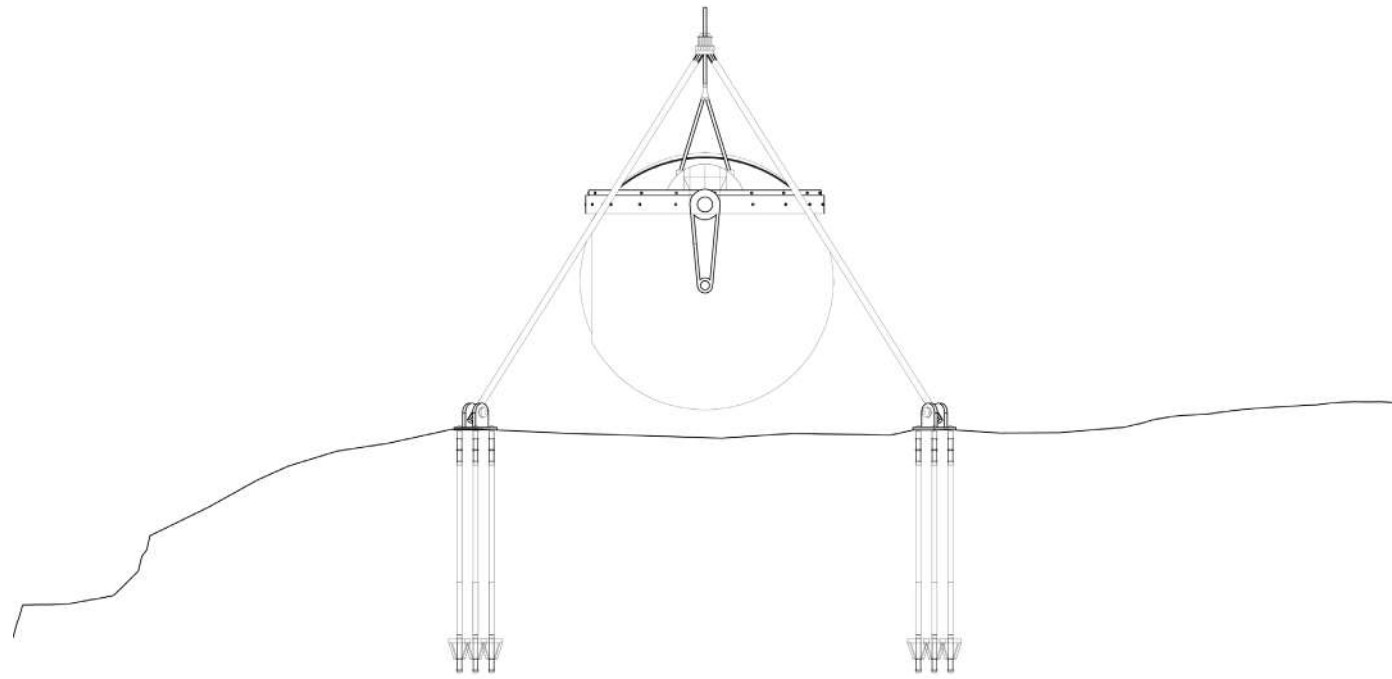
Table = Stage



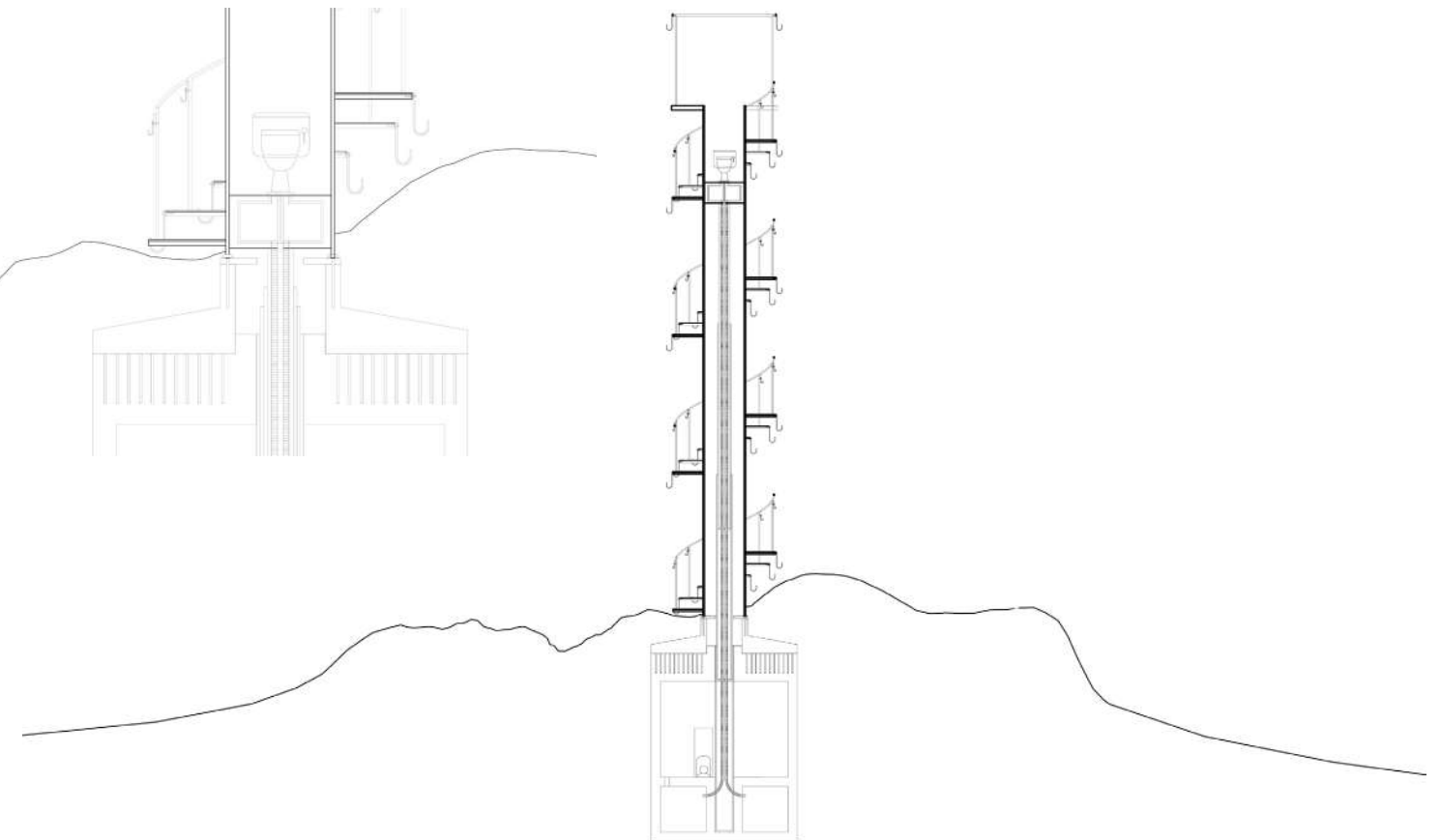
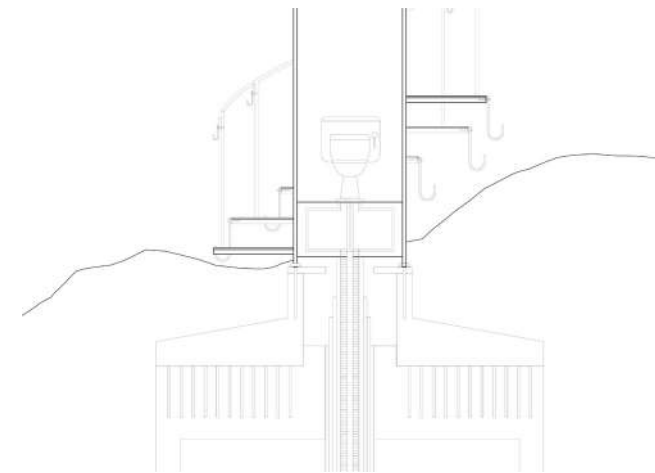
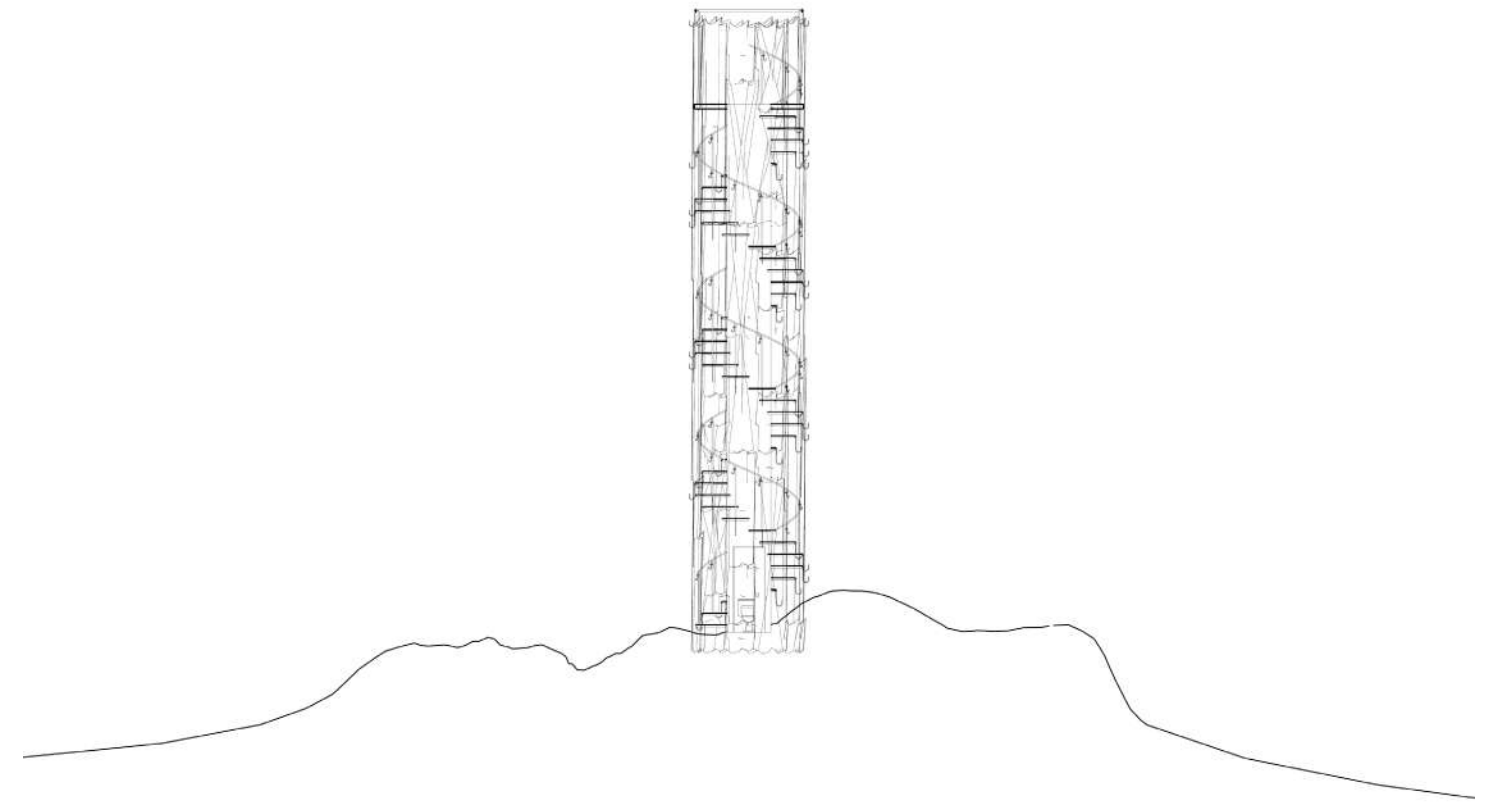
Kitchen = Orchestra Pit



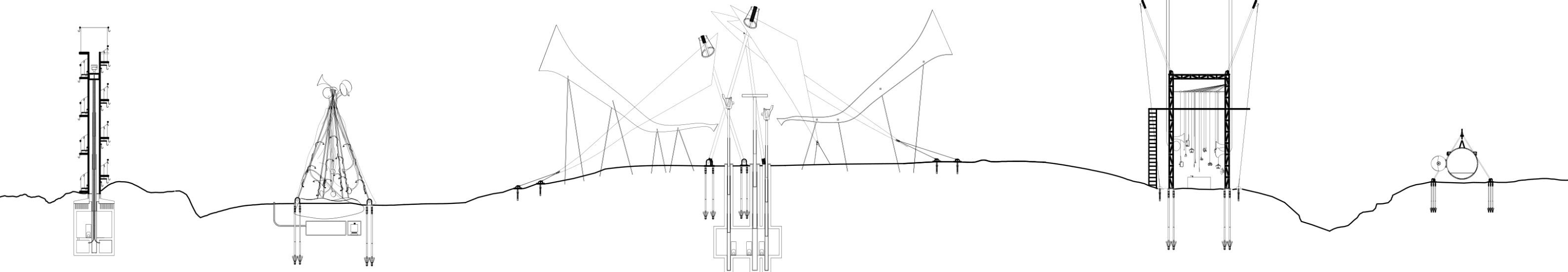
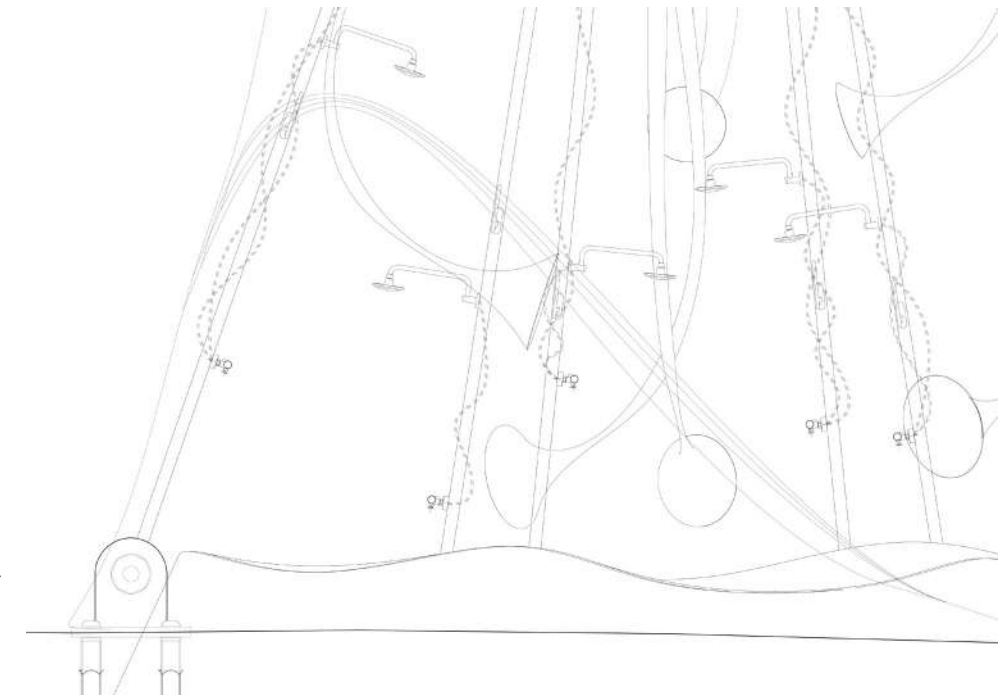
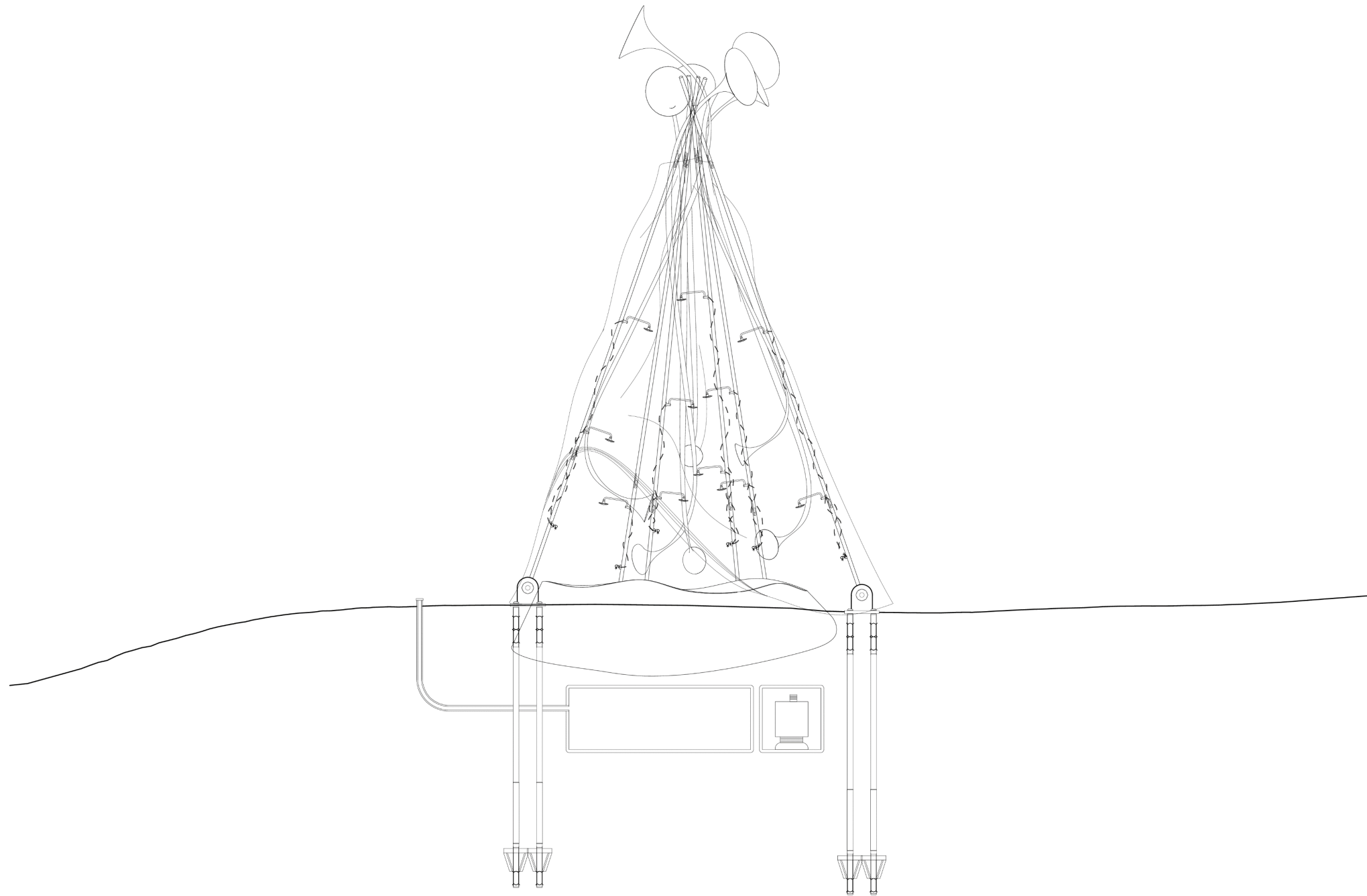
Bed = Audience



Toilet = Backstage



Shower = Wing & Transition



PROJECT 2

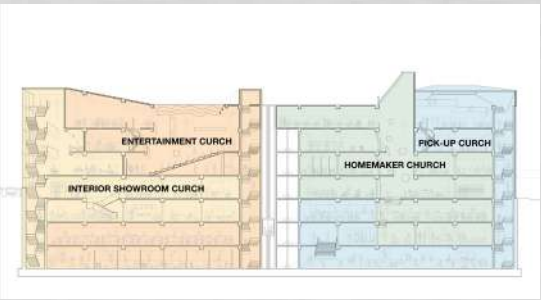
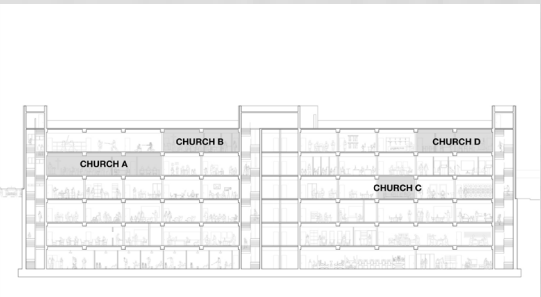
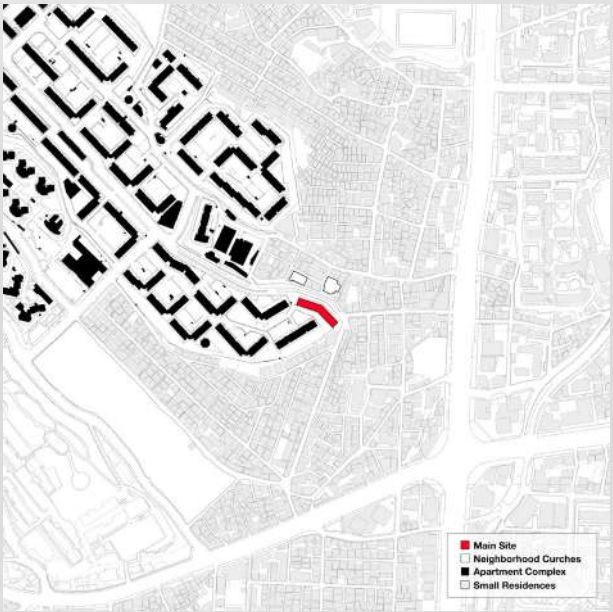
Capitalized Sacredness

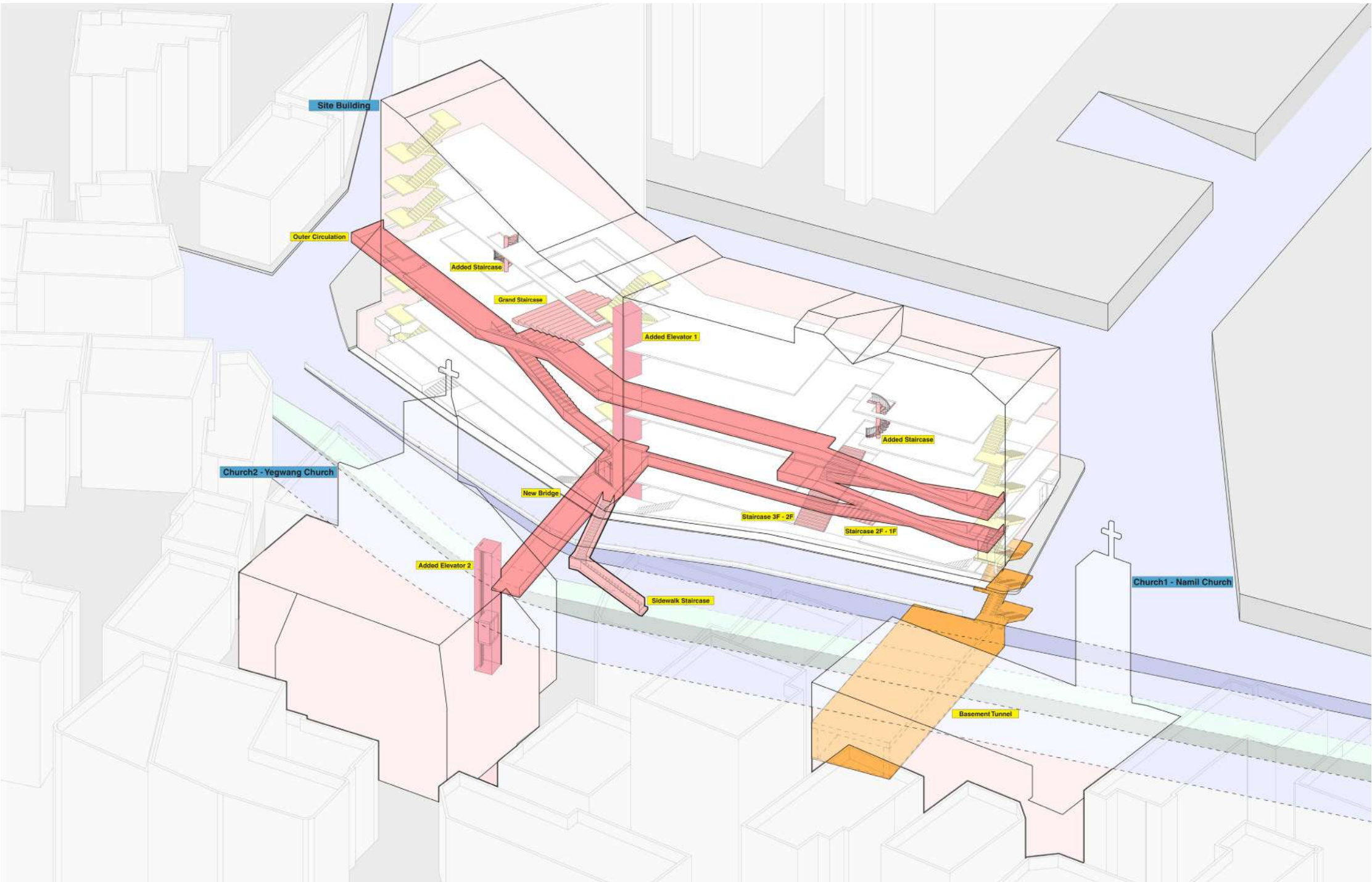
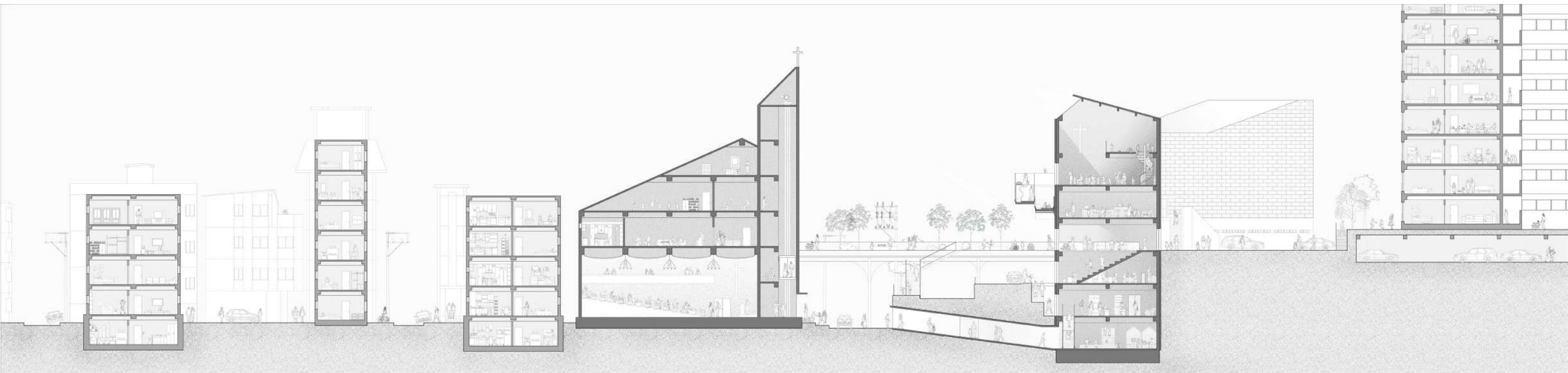
2025
Seoul, Korea

ABOUT

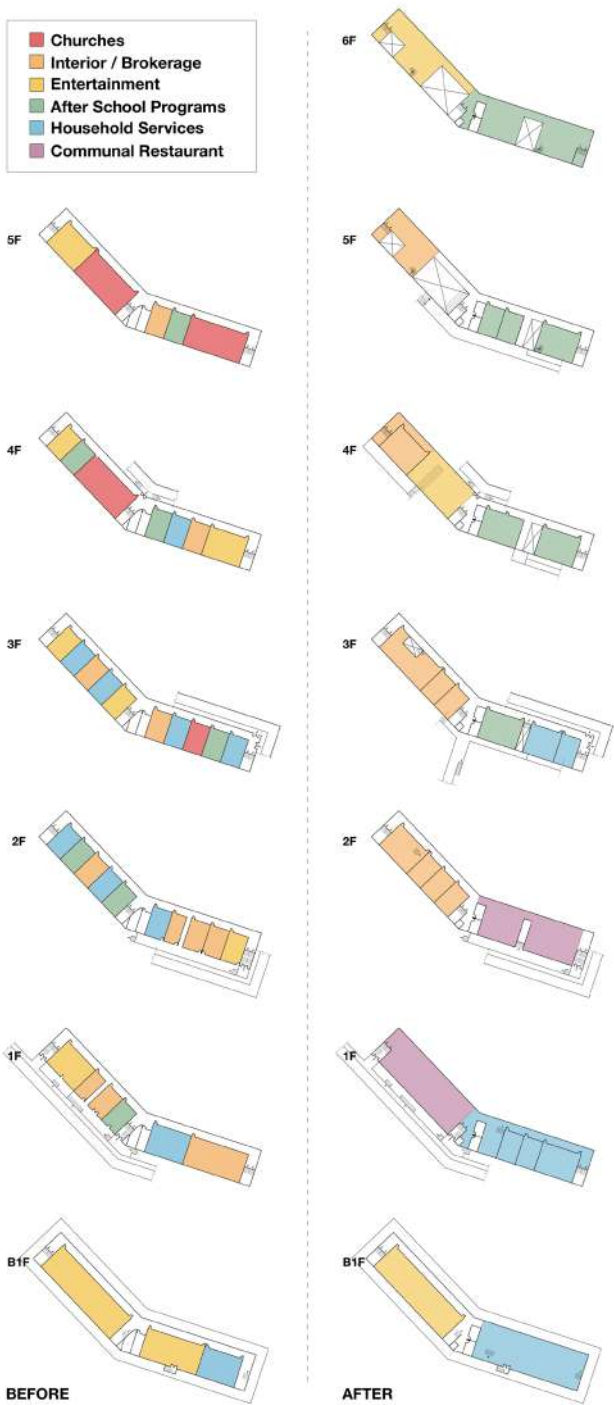
This project begins with research on the cultural and historical background of Christianity in Korea. Introduced in the late 19th century, Christianity rapidly expanded alongside Korea's explosive real estate growth, eventually embedding itself within commercial buildings. As a result, many Korean churches exist as "commercial churches," marked by oversized signage and crosses. I categorize these churches into three typologies: GBD churches renting single units for weekday worship, redevelopment-zone churches entangled in property disputes, and old-town churches where multiple congregations coexist within one building.

Using this condition, the project proposes a Sacred Turn. The first turn recognizes the transformation of generic commercial buildings into churches; the second reconfigures these churches as community-oriented spaces. Through a Waqf-like alliance of seven churches, the project connects two distinct neighborhoods and reorganizes four fragmented communities within one commercial building. Spatial strategies—bridges, tunnels, vertical circulation, and reorganization of programs—transform the building into a threshold that reconnects sacred, social, and everyday life.





- Churches
- Interior / Brokerage
- Entertainment
- After School Programs
- Household Services
- Communal Restaurant



PROJECT 3 TOISON D'OR

2026
Brussels, Belgium

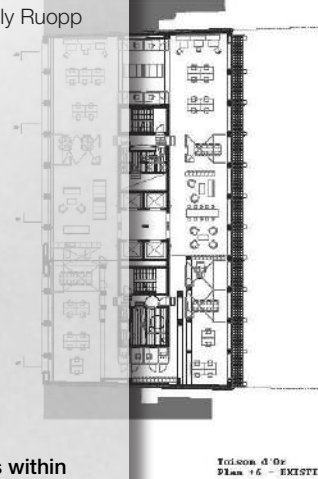
ABOUT

This project focuses on the Redistribution of Materials within the urban context of Brussels. It investigates how architectural components and raw materials can be salvaged, repurposed, and redistributed to minimize waste and create a sustainable, self-sustaining building cycle in the Toison d'Or district.

TOISON D'OR

Chris Smith
Kai Park
Mi Zhou

Columbia GSAPP
ADV VI Studio
Spring 2026



The entry and atrium become the place for co-habitation amongst the primary actors on the site

The Toison d'Or project (Columbia GSAPP, ADV VI Studio, Spring 2026) reimagines a sealed mid-century Brussels tower as a porous, multi-species building. Sited just outside the city's historic second enclosure and across from Parc d'Egmont, it leverages an ecological corridor extending to the Forêt de Soignes.

Three coordinated interventions operate across the section. The nonhuman atrium carves out the sealed core into a vertical cohabitation space planted for pollinators and migratory birds, threading work units below into living units above. The bicycle café repurposes extracted facade windows as a ground-level civic

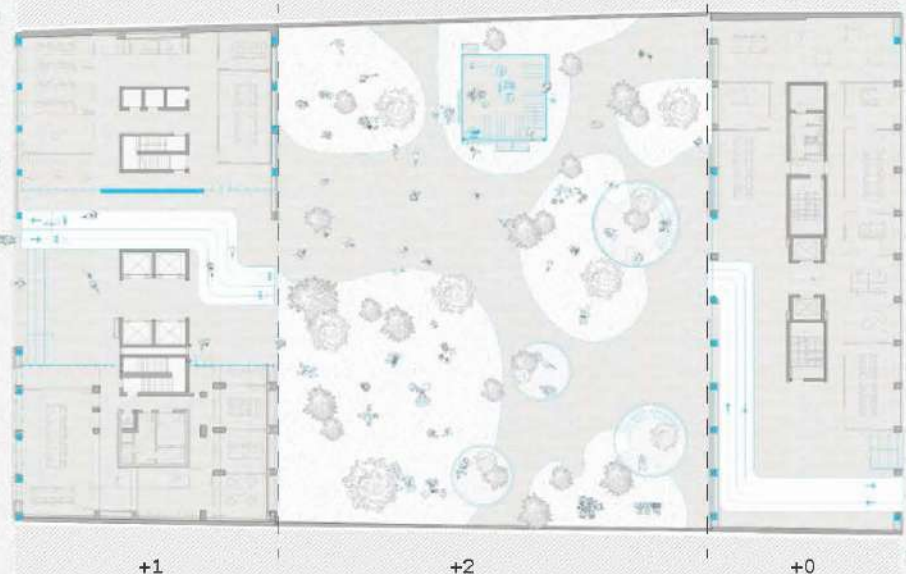
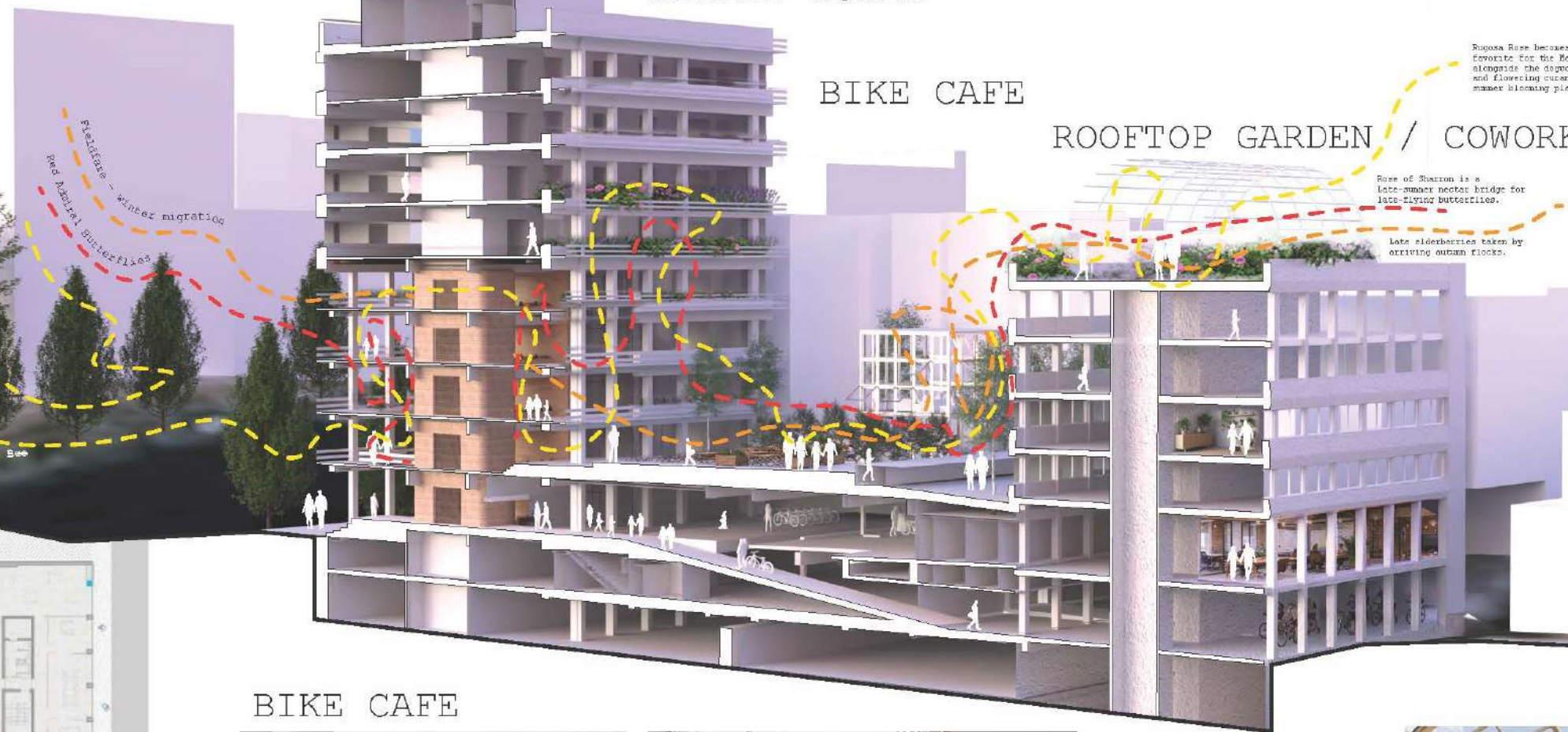
hinge—responding to Belgium's 2023 cycling commuter law—combining parking, showers, and a planted ramp. The hybrid upper floors dissolve boundaries between co-working, short-stay, and long-term housing, with a rooftop canopy completing the building-wide ecological system.

Drawing on Tsing, Morton, and Kallipoliti, the project adds porosity rather than program-inhabiting the concrete frame with rather than against.

HYBRID TOWER

BIKE CAFE

ROOFTOP GARDEN / COWORKING



BIKE CAFE



<<CIRCULATION LOUNGE

ROOFTOP>>



PROJECT 4

EI

Alto

2026
Elsalvador

ABOUT

Located in the mountainous region of El Alto, this project centers on the Redistribution of Nature. It aims to break the barrier between architecture and the environment by redistributing green spaces and ecological corridors throughout the community, ensuring that nature is not a luxury but a shared resource for all residents.

Zone2. Fruits

Along this way, we do not march in silence, but lift our voices in holy song. We plant the silent promise of ancient saplings—fruit tree seeds that shall grow tall, taking sustenance from this sacred ground. Their harvest shall not be merely food, but the very taste of remembrance, a living communion that feeds both body and spirit.

Zone3. Rocks

At the very threshold of the sanctuary, where our prayers ascend, we build a patient wall of memory. Hands lay down silent testimonies—one cold, enduring stone for every heavy heart. Along the roadside, they rest in quiet vigil, gathering together to create a sacred gravity, a boundary of peace guarding the house of faith.

Zone1. Flowers

Where the shadow of fire once lay longest, nearest the cradle of our sorrow, a path now rises. We bring the quiet, living breath of our homes—seeds carried in gentle hands—and sow them into the wounded earth. Where ash once fell, memory now blooms, turning the soil of loss into a vivid tapestry of grace.

Prelude. Wreck

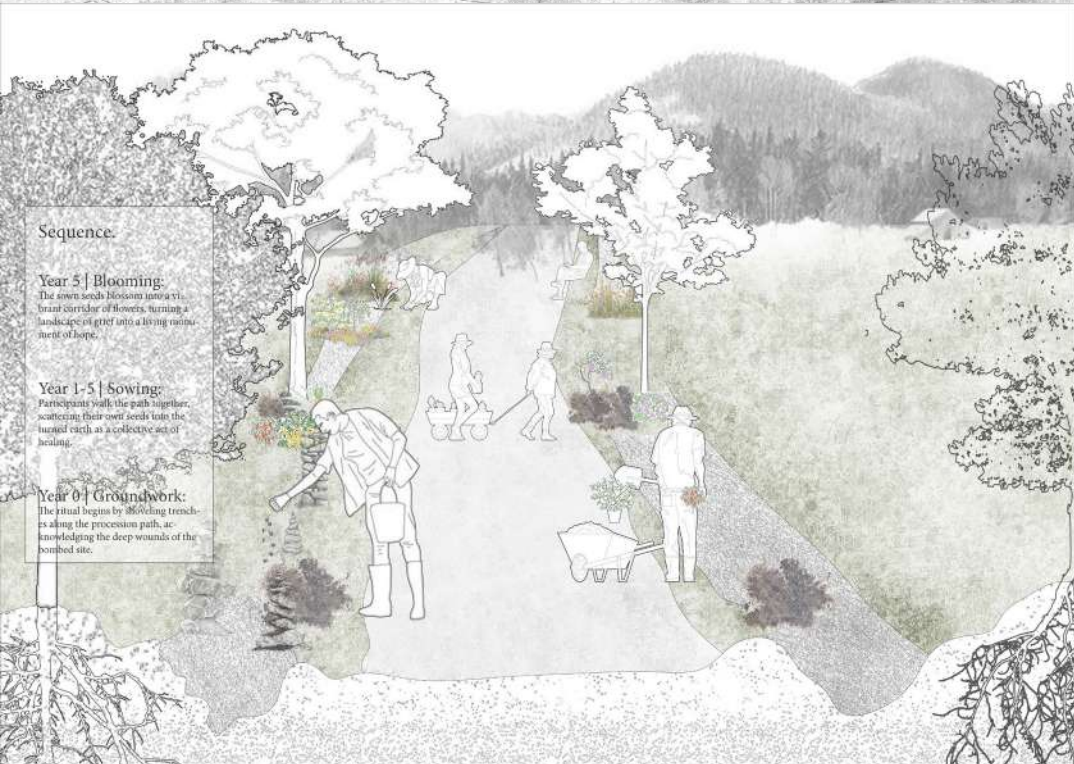


Sequence.

Year 5 | Blooming:
The overgrown landscape turns into a vibrant corridor of flowers, turning a landscape of grief into a living monument of hope.

Year 1-5 | Sowing:
Participants walk the path together, scattering their own seeds into the buried earth as a collective act of healing.

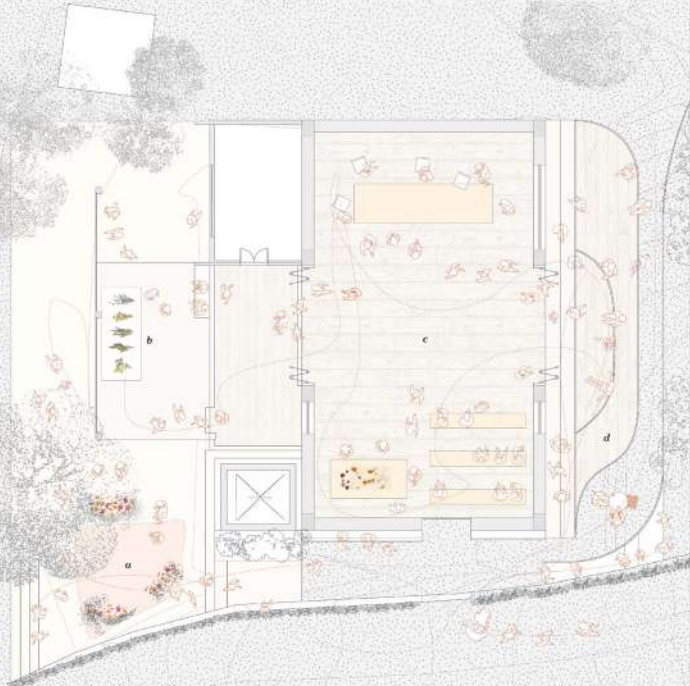
Year 0 | Groundwork:
The ritual begins by sketching trenches along the procession path, acknowledging the deep wounds of the bombed site.



a Daily Church Use (Approx. 30 People)



b Central Stage with East Door Open (Approx. 60 People)



c Full Opening with West Stage and Memorial Ground (Approx. 90 People)

The Neighborhood

Architectural Vision

The Collection

Investment

2026 / Columbia Sem / Team Work / Eran Chen

PROJECT 5.

Courtyard

2025
Chelsea, New York

ABOUT

The Courtyard at 23rd is a mixed-use development at 101 West 23rd Street in New York City, positioned between Chelsea, Flatiron, and NoMad.

Responding to an underbuilt site (FAR 4.8), the project leverages inclusionary housing and transit bonuses to achieve an FAR of 14.4. Organized as a tower-on-base under R9X/ R10X zoning, the design introduces a publicly accessible rear courtyard that anchors retail, office, and residential programs.

Ground-level markets and terraces activate the street, while upper residential gardens foster community. Blending brick contextualism with contemporary massing, the project frames density as an opportunity to cultivate social connection, economic feasibility, and urban continuity.

\$ 453 M
DEVELOPMENT COST

2.99 x
Equity Multiple

6.23 %
Yield on Cost

17.7 %
Levered IRR

6.2 %
Unlevered IRR

Courtyard
101 West 23rd

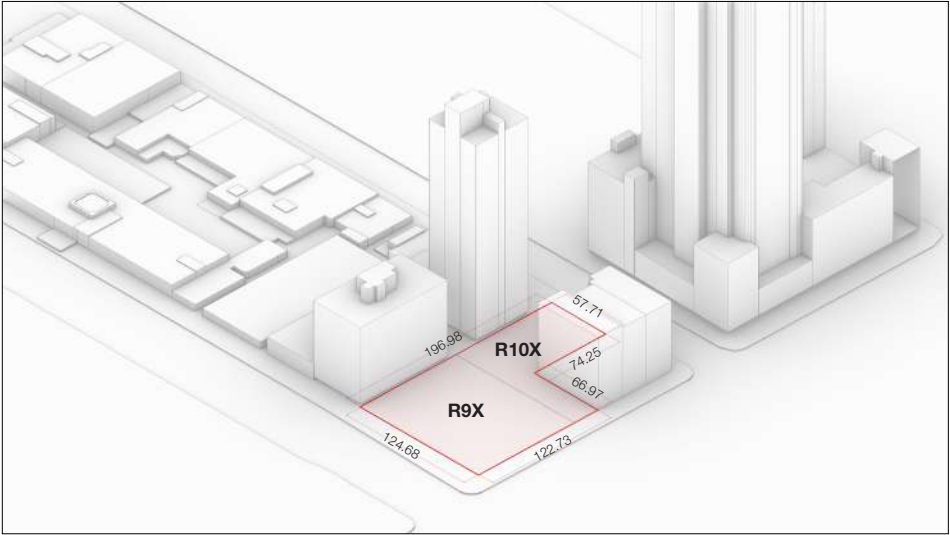
NEWLETTER

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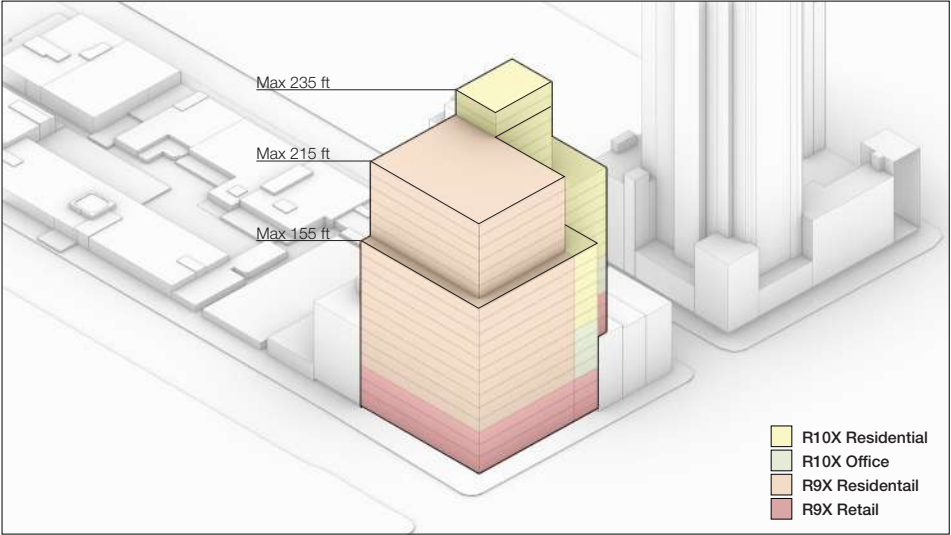
Courtyard
101 West 23rd

“Architecting the Value”



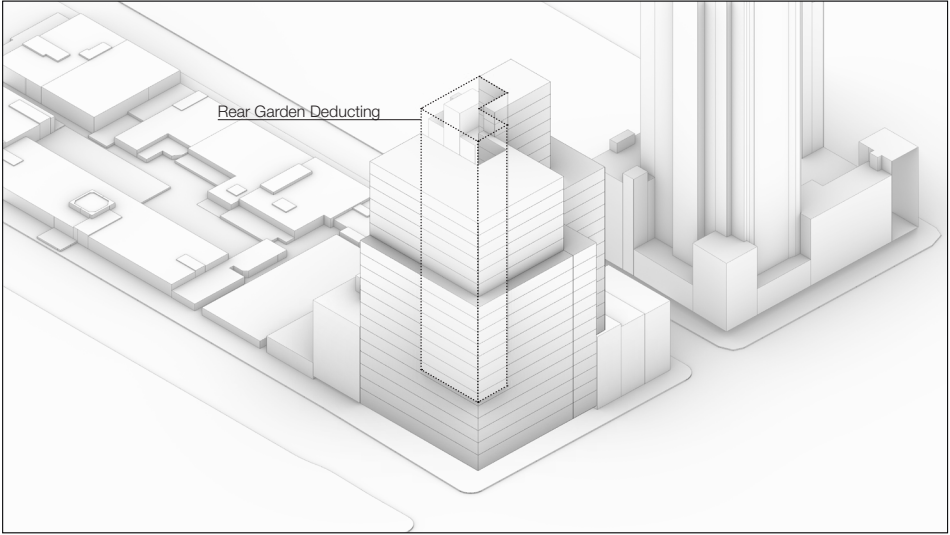
Step 01

The site is located in a general commercial zone (C6-3X, C6-4X), with allowable residential FAR of R9X and R10X.



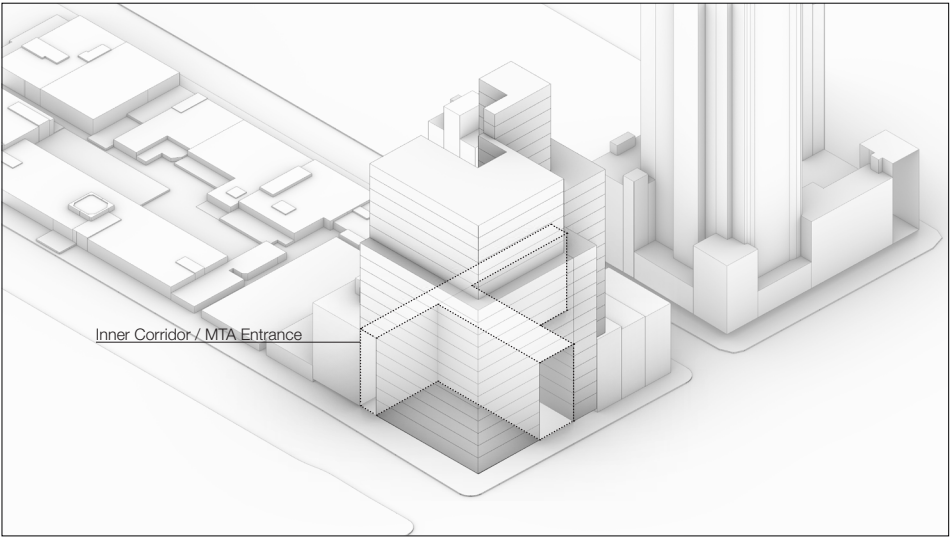
Step 02

Applied specific setbacks and height limits for R9X and R10X based on street conditions (Narrow vs. Wide).



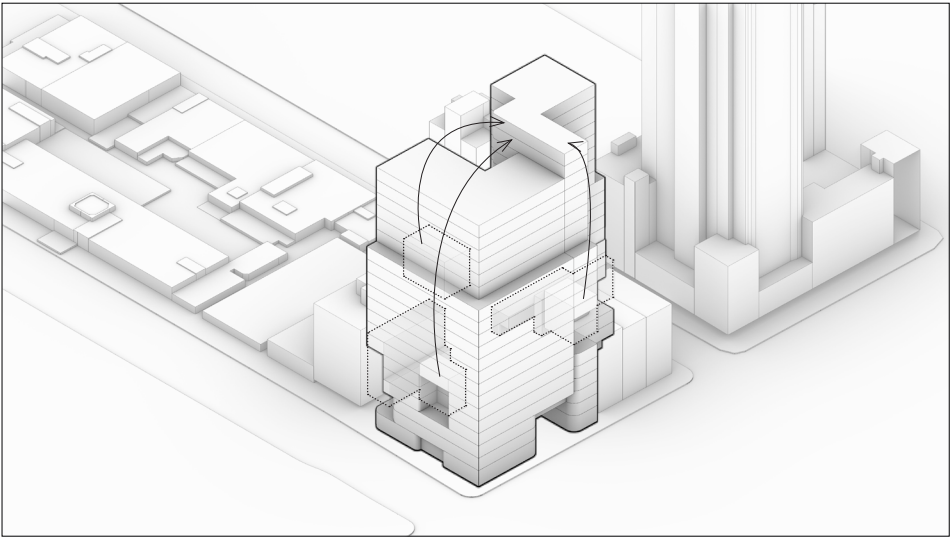
Step 03

As a “Through Lot,” the site requires a Rear Garden of at least 60ft. Carved out the Rear Garden massing to offset the exceeded FAR.



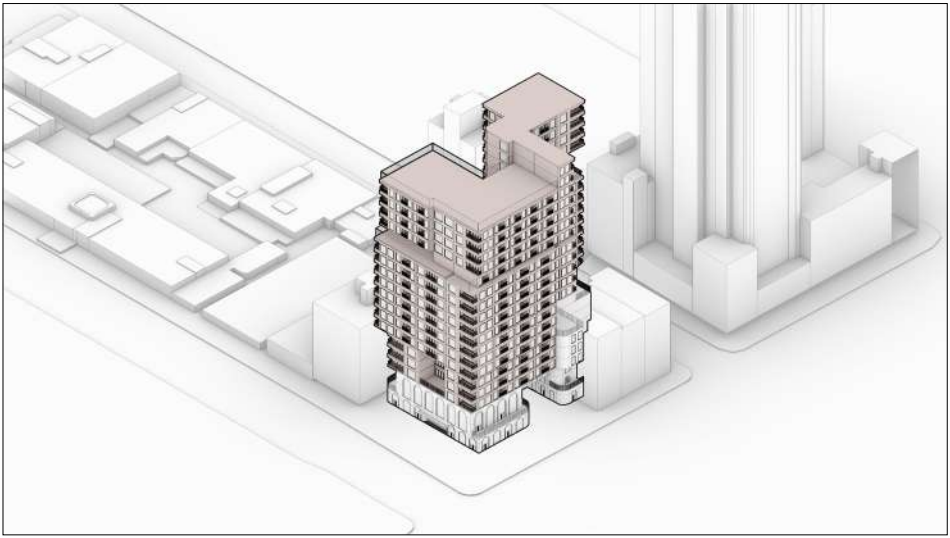
Step 04

Created a new pedestrian route leading into the newly formed Rear Garden. This path serves as a transit entrance.



Step 05

Additional FAR reduction was required. Value increases with height. Deducting mass from the lower levels and migrate it to the top.



Step 06

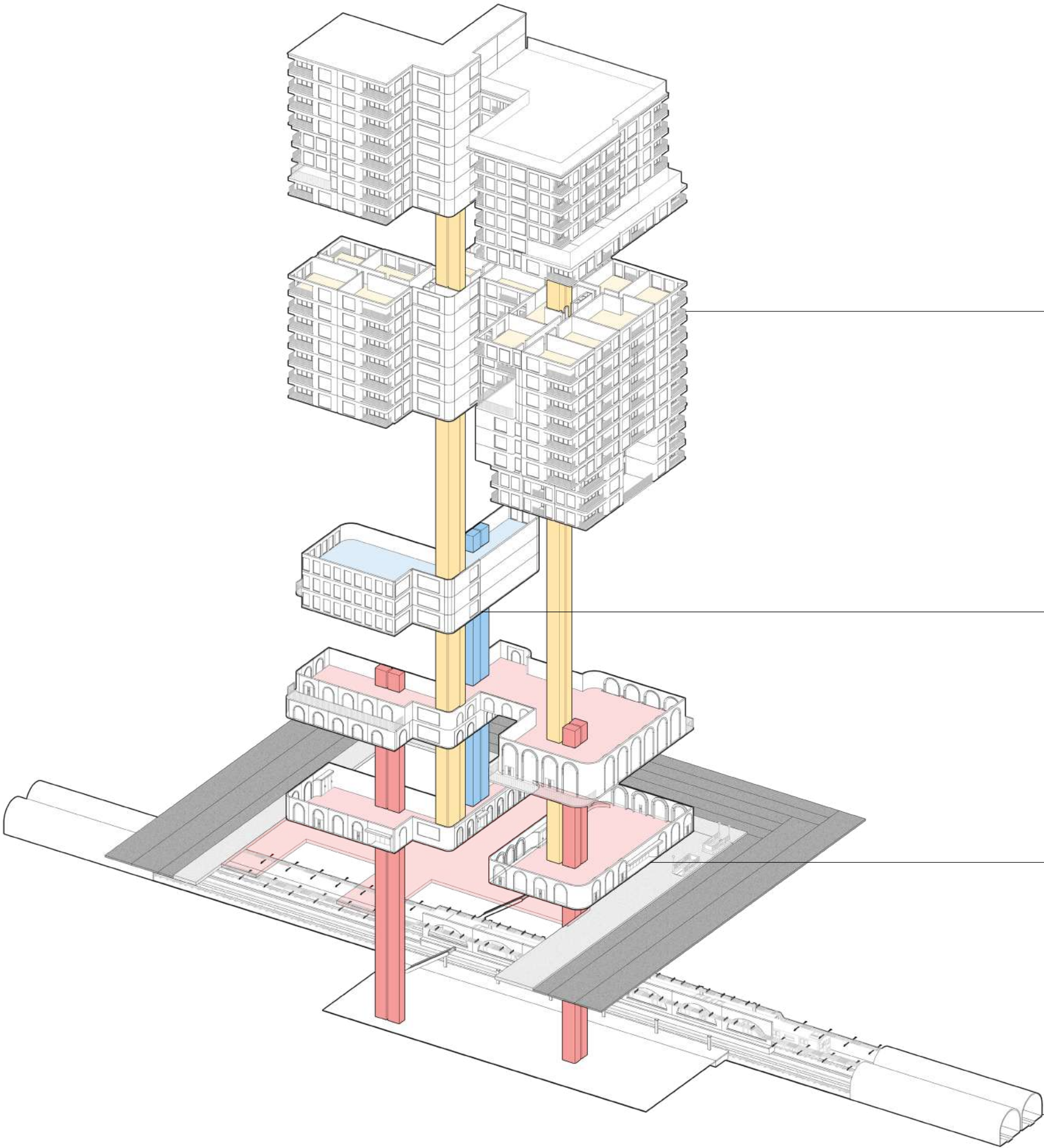
Refined materials and window placements based on internal functions and view.

The Neighborhood

Architectural Vision

Investment

The Collection



Development

Pre-Construction

Land Costs	\$106,585,200
Financing Costs	\$6,222,456

Construction

Hard Costs	\$234,161,400	
Soft Costs	\$65,565,192	
Transit Improvement Costs	\$20,000,000	Assumption
Total before interest	\$432,534,248	
Construction Interest	\$20,007,998	8.5%
Total Project Costs	\$452,542,246	\$14,308,527

Sources and Uses

Construction Loan	\$248,898,235	55%
Leas Term	\$203,644,011	45%
Total Source	\$452,542,246	

Residential I NOI: \$16.4M Net Proceeds: \$303.7M

Residential / Units # 250 Units

Market Units	200 Units	
Affordable Units @ 80% AMI	50 Units	
Rental Income - Affordable	Monthly	\$139,700
Rental Income - Markte Rate	Monthly	\$1,227,800
Free Rent - Affordable	2 months	
Free Rent - Market Rate	2 months	
General Vacancy & Credit Loss	5.00%	
Operating Expenses	Monthly	(\$212,500)
Real Estate Taxes (Tax Abatement)	Monthly	(\$43,750)
Exit Terminal Value		\$15,977,519
Gross Capitalization Value	5.25% Cap Rate	\$304,333,695
Sale Cost	2.00%	(\$608,667)
Net Proceeds		\$303,725,028

Office I NOI: \$ 1.0M Net Proceeds: \$18.7M

Office / Rentable SF 10,489 SF

Annual NNN Rent	\$100.00 psf	\$1,048,900
Leas Term	10 years	
Free Rent	3 months	
Vacancy	3 months	
Capital Reserves	\$5.00 psf/yr	(\$52,445)
Exit Terminal Value		\$1,004,364
Gross Capitalization Value	5.25% Cap Rate	\$19,130,746
Sale Cost	2.00%	(\$382,615)
Net Proceeds		\$18,748,131

Retail I NOI: \$ 14.3M Net Proceeds: \$267.1M

Retail / Rentable SF 31,131 SF

Annual NNN Rent	\$360.00 psf	\$11,207,250
Leas Term	10 years	
Free Rent	3 months	
Vacancy	3 months	
Capital Reserves	\$3.25 psf/yr	(\$101,177)
Stabilized Retail Terminal NOI		\$14,308,527
Exit Terminal Value	5.25% Cap Rate	\$272,543,362
Sale Cost	2.00%	(\$5,450,867)
Net Proceeds		\$267,092,495

Transit I 20% FAR Bonus Improvement Costs: (\$20.0M)

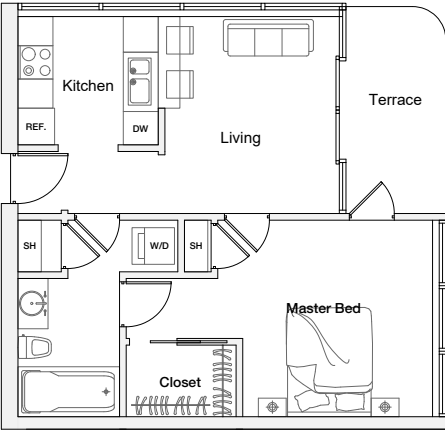
The Neighborhood

Architectural Vision

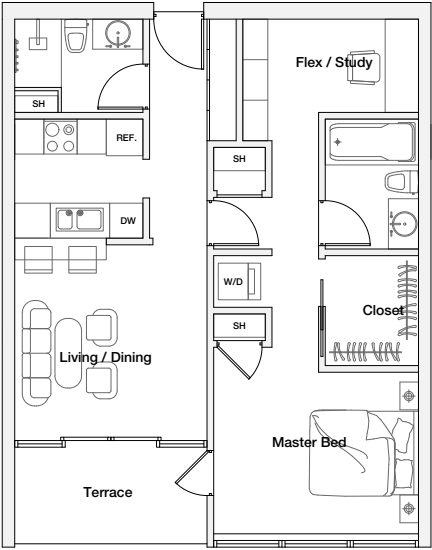
Investment

The Collection
Residential Units

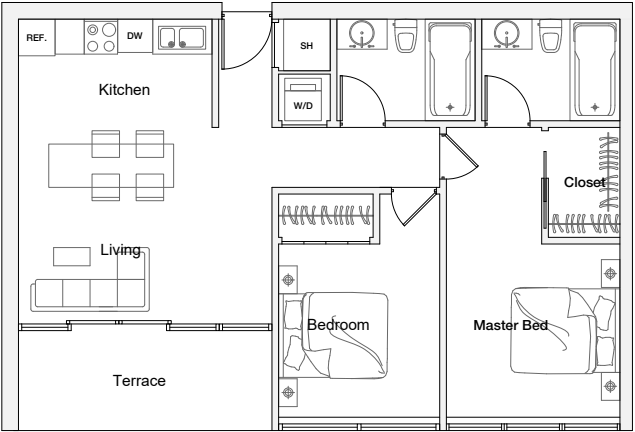
“A Sanctuary for
Destined Encounters”



Studio **62 Units**
Market Units 50 Units
Affordable Units @ 80% AMI 12 Units
Market Units Rent (Average) \$4,600
Affordable Units Rent (Average) \$2,550



1 Bed **138 Units**
Market Units 110 Units
Affordable Units @ 80% AMI 28 Units
Market Units Rent (Average) \$6,100
Affordable Units Rent (Average) \$2,750



2 Bed **50 Units**
Market Units 40 Units
Affordable Units @ 80% AMI 10 Units
Market Units Rent (Average) \$8,250
Affordable Units Rent (Average) \$3,250

Courtyard 2

ABOUT

Located in Manhattan, “Courtyard” explores the “Redistribution of Capital” as a survival strategy against New York’s extreme \$5,300 monthly rent. By having five artists share a single studio, the rent is drastically reduced to a manageable \$1,060 per person. To make this high-density living possible, the project utilizes a “Survival Foldable Module System.” These transforming furniture units fold completely into the walls, allowing the tight space to seamlessly shift from a private daily living area into a spacious public gallery or performance venue whenever needed.

MAKE REALAFFORDABLE
CAN YOU PAY \$1,100 Per Month ?

Market: \$5,300 / 1 person (Insane)
if 2 people - \$2,650 (That's too much)
if 3 people - \$1,750 (Too much)
if 4 people - \$1,325 (Umm..)
if 5 people - \$1,060 (Yes)



Investment

101 West 23rd

Mini Kitchen / Pantry Module
A compact kitchen unit featuring a sink, countertop, and upper/lower storage cabinets. When not in use, the side doors can be closed to conceal the kitchen, making it look like a large, simple cabinet.

Workspace Desk / Bar Table Module
A narrow storage unit that expands to create a long table surface. It provides a functional workspace or bar area where chairs can be placed.

Fold-down Murphy Bed & Gallery Wall
A fold-down Murphy bed system. When completely folded up, it creates a flat wall surface that can be used as a gallery wall to display paintings.

Painting Partition & Exhibition Wall
This unit acts as a partition for private painting sessions. Once unfolded, it serves as an expansive exhibition wall, providing a dedicated vertical surface to display completed artworks for gallery use.

Wardrobe & Bench Module
This module unfolds to reveal a storage cabinet (wardrobe) and a seating bench. When fully folded, it seamlessly blends in as a clean, flat wall finish.

Movable Bathroom & Dropping Zone
A movable unit combining a shower, basin, and storage. When folded, it frees up space for "dropping" artwork. Minimizing the bathroom also provides room for a soundproof recording studio.

Music Practice Room & Performance Space
This module functions as a private music practice room. When folded, it clears a significant amount of floor space, allowing the entire area to be transformed into an open performance venue.

Terrace Curtain & Spray Shield
This module utilizes terrace curtains to control natural light and provide privacy. It also functions as a protective shield during spray work, preventing paint from splattering onto the surrounding exterior spaces.

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SUBSCRIBE

Courtyard
101 West 23rd

PROJECT 7

Hancock Tapestry

2027-2034

Austin, Texas

Prologue

Hancock Tapestry is a phased district designed to heal the physical and civic divide created by Interstate 35 while strengthening the everyday fabric that sustains surrounding neighborhoods. Rather than proposing a single object, the project treats the site as a woven system—streets, paths, programs, and partnerships that function through infrastructure transition and become more connected as stitch investments materialize. Anchored by H-E-B and Central Health, the proposal builds on real daily routines first, then expands the district's capacity for housing, jobs, and care over time. The plan follows a deliberate sequence. Integration establishes trust and continuity; Innovation builds the economic engine as connectivity improves; and Resilience completes the neighborhood through long-term care anchors and a durable public realm. Each phase is deliverable on its own, yet each increases the capacity of the next.

\$ 959 M

DEVELOPMENT COST

1.51 x

Equity Multiple (GAP)

14.7 %

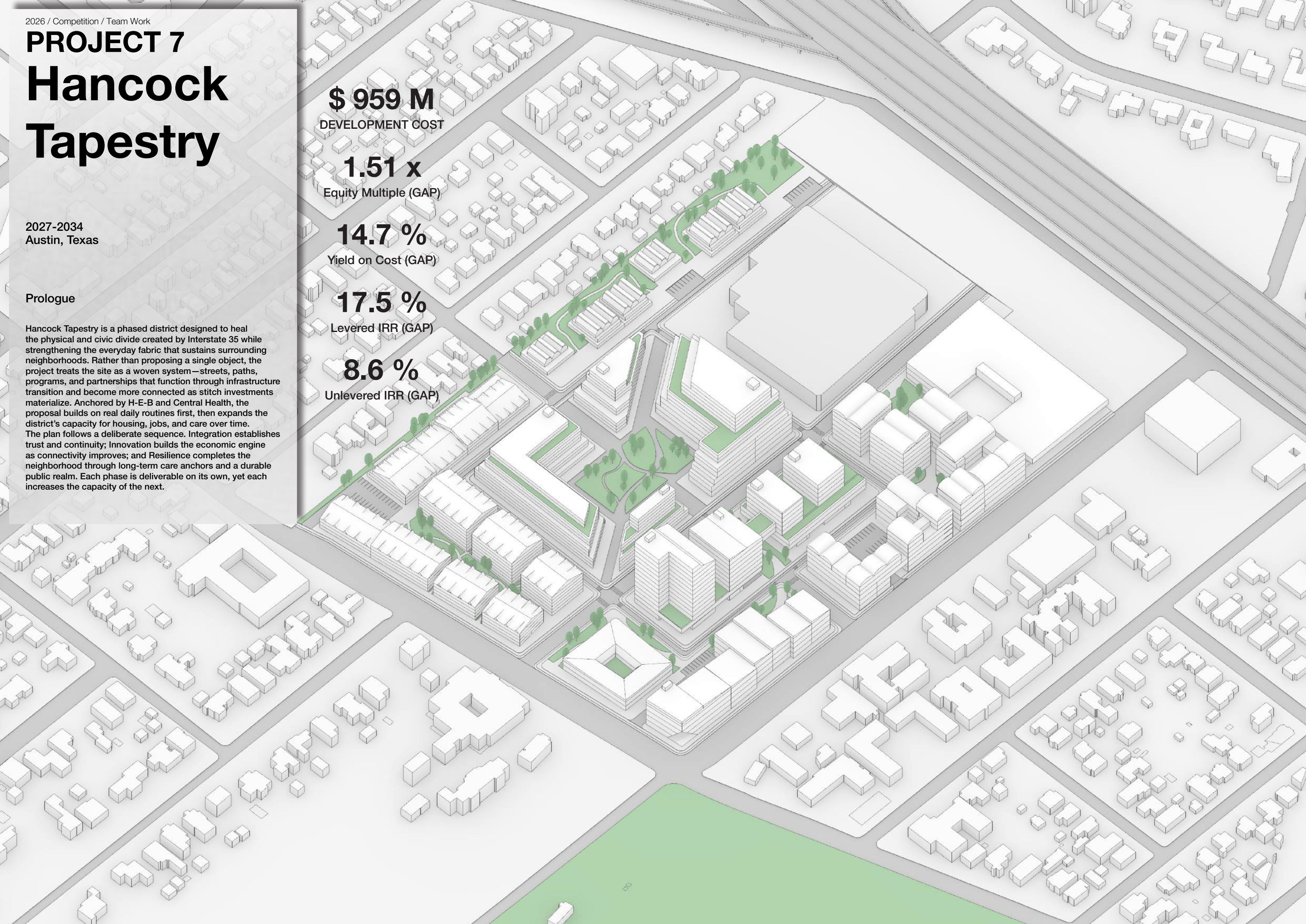
Yield on Cost (GAP)

17.5 %

Levered IRR (GAP)

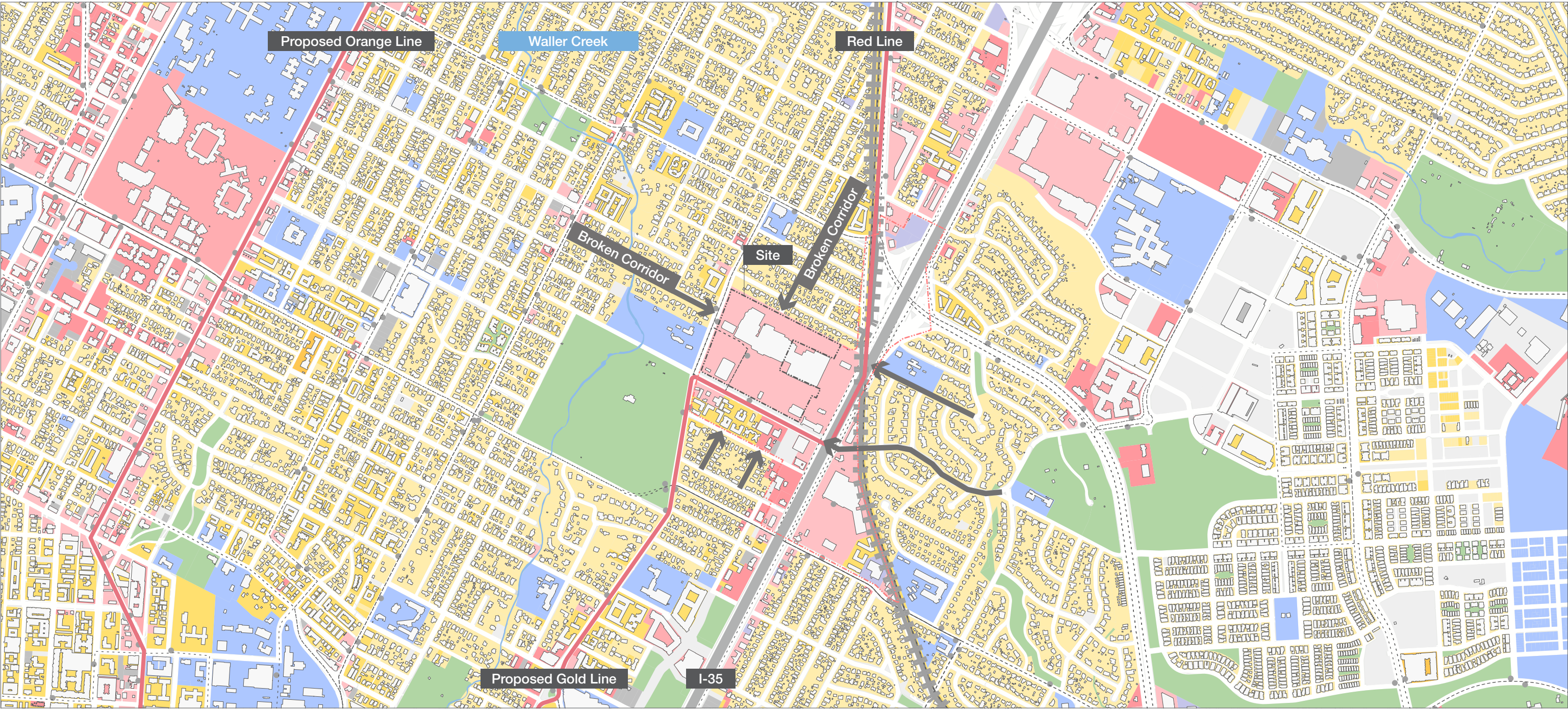
8.6 %

Unlevered IRR (GAP)



Site Analysis

Fragmented Corridors and Missed Connections

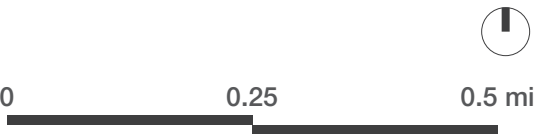


Land Use

	Single-Family Housing		Commercial		Civic (Education, Health)
	Multi-Family Housing		Office		Undeveloped
	Retirement Housing		Industrial		

Transportation

	CMTA Route		CMTA Bus Stop
	I-35		Potential Transit Route
	Railroad		



Urban Design Strategy

Conceptual Framework / Subsidy Strategy

Integration

Mixed-income & Culture Hub

LIHTC (4% Credit) \$100 / NSF Equivalent to 30-35% of Total Development Cost	Target Area 530,940 SF
Cultural Arts Grant \$1 / GSF / Year Based on Austin Economic Development Dept standards	Target Units 612 Units
SMART Fee waivers \$2,500 / Unit Waiver of development permits and Impact Fees	Total Subsidy \$ 20.5 M
	Cost Coverage 2.14%

Total Subsidy: \$ 102.9 M / Cost Coverage : 10.73% of Total Cost

Innovation

Inter-generational Living, Working and Sharing

NMTC (New Market) \$65 / GSF Net subsidy effect of ~20% of eligible project costs	Target Area 826,234 SF
HUD 202 (Senior) \$180,000 / Unit Based on Austin Economic Development Dept standards	Target Units 1,030 Units
LIHTC (4% Credit) \$100 / NSF Equivalent to 30-35% of Total Development Cost	Total Subsidy \$ 55.3 M
Texas Enterprise Fund \$5,000 / Job Uses a state average of \$5k per job (range: \$1k-\$10k)	Cost Coverage 5.76%
Child Care Grant \$2,500 / Child Government-funded cash grants provided to facilitate high-quality early childhood education	

Infrastructure

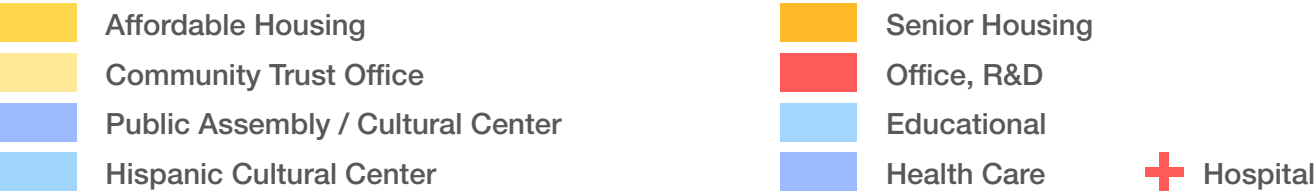
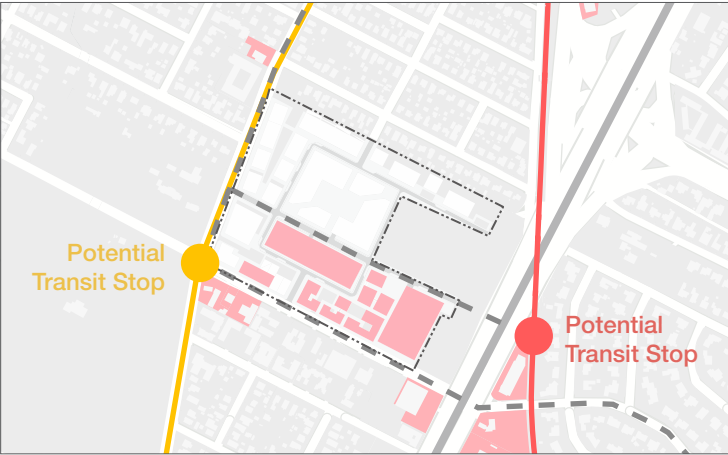
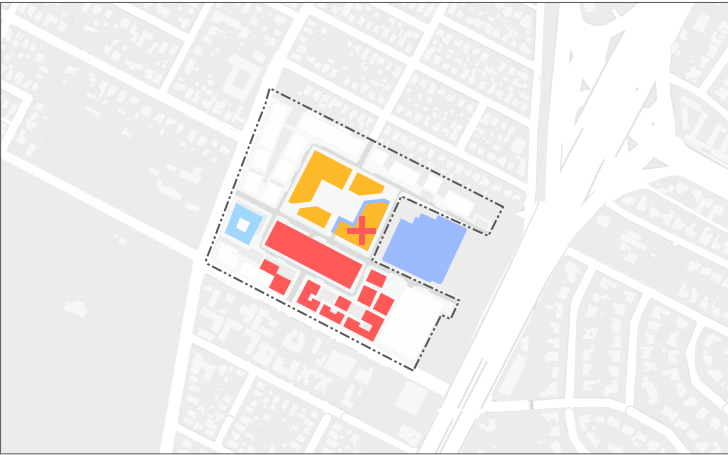
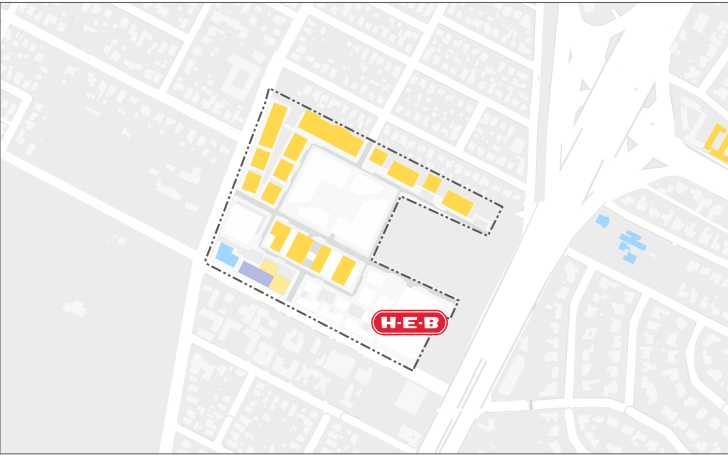
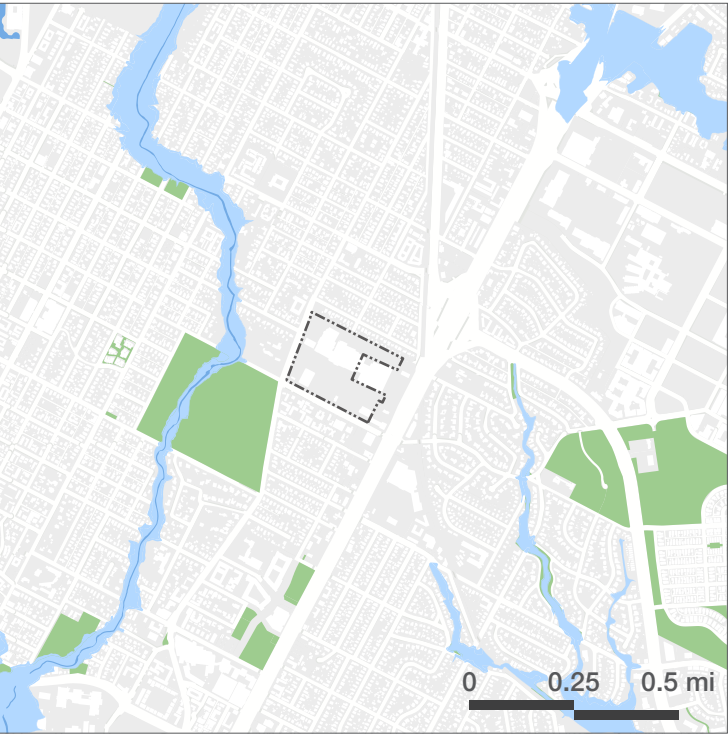
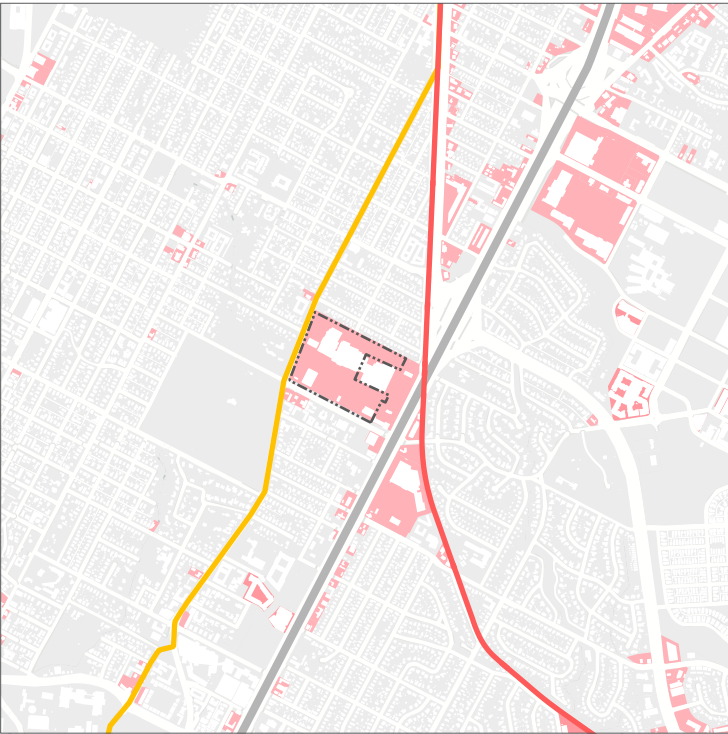
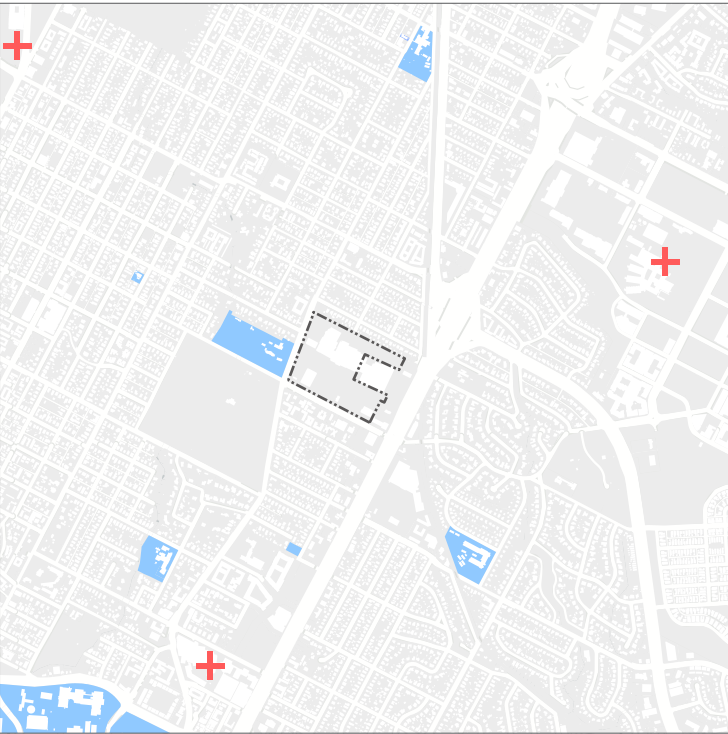
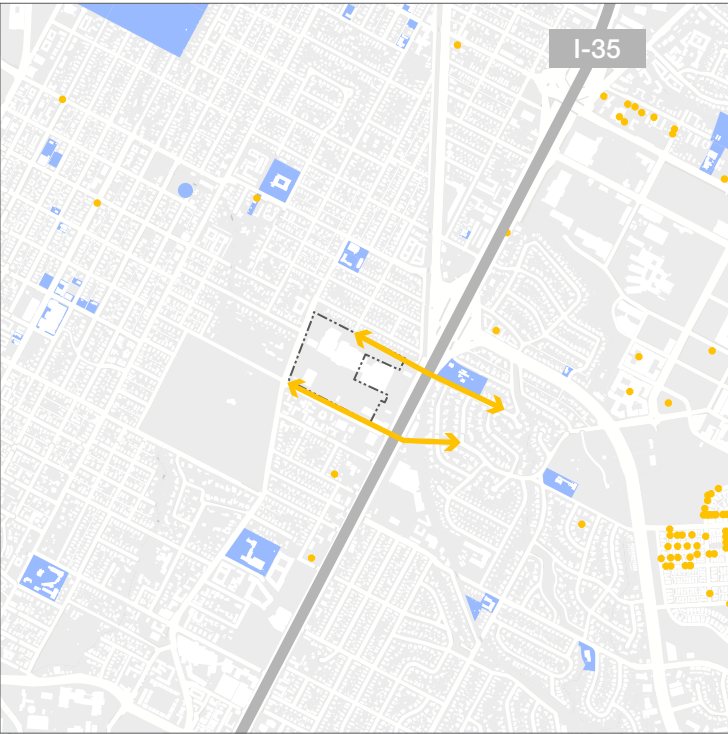
Contextual Urban Planning

NMTC (New Market) \$65 / GSF Net subsidy effect of ~20% of eligible project costs	Target Area 370,767 SF
CSAP \$15 / GSF Directly funds facility improvements and rent stability	Total Subsidy \$ 22.1 M
TIF (TIRZ) 100% of Infra Cost Reimburses 50-100% of 'Stitch' & park construction	Cost Coverage 2.31 %
Texas Enterprise Fund \$5,000 / Job Uses a state average of \$5k per job (range: \$1k-\$10k)	
MST Exemption \$2.5 / GSF / Year Drastically lowers OpEx for Maker Spaces/Light Mfg. Covers electricity/gas used in production	

Resilience

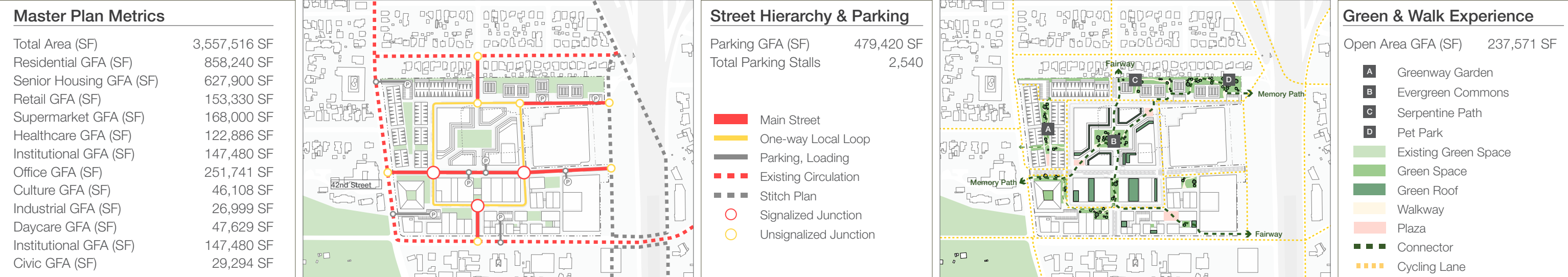
Green & Blue Community Infrastructure

PACE Financing \$40 / GSF Long-term financing up to 20% of Property Value	Target Area 1,028,117 SF
GoPurple (Water) \$0.5 / GSF Covers up to 50% of rainwater recycling system costs	Total Subsidy \$ 4.9 M
GoGreen (HVAC/Eff.) \$0.8 / GSF Covers 30-50% of high-efficiency HVAC/insulation costs	Cost Coverage 0.51 %
Solar PV Rebate \$0.6 / Watt (DC) \$0.5-\$0.7 per Watt for non-profits/community labs	



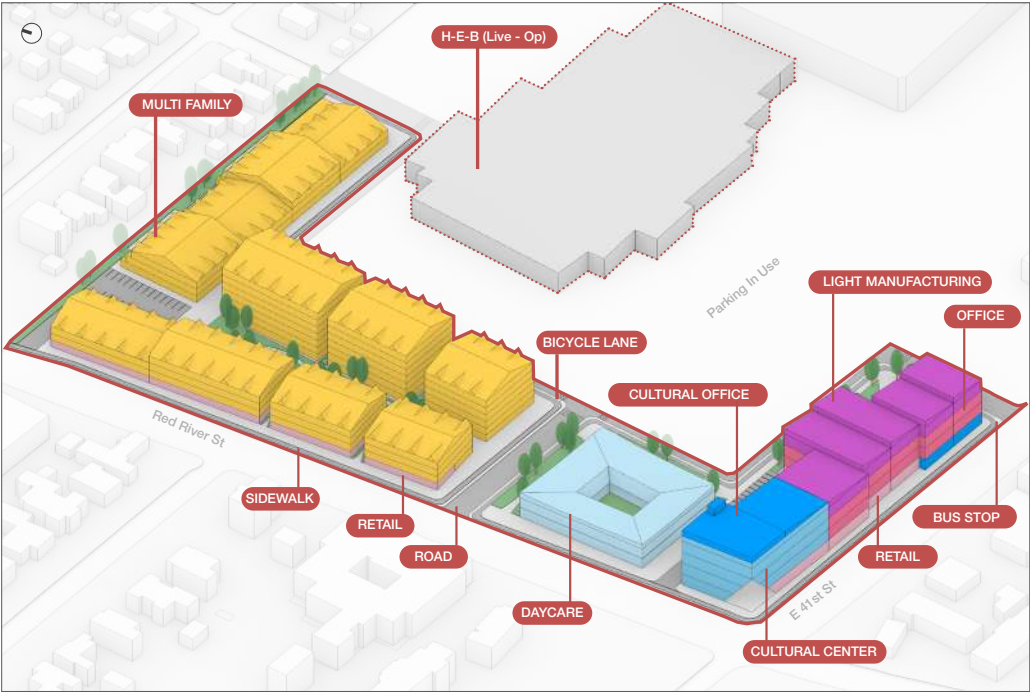
Master Plan

Weaving the Urban Fabric, Transit, and Generations

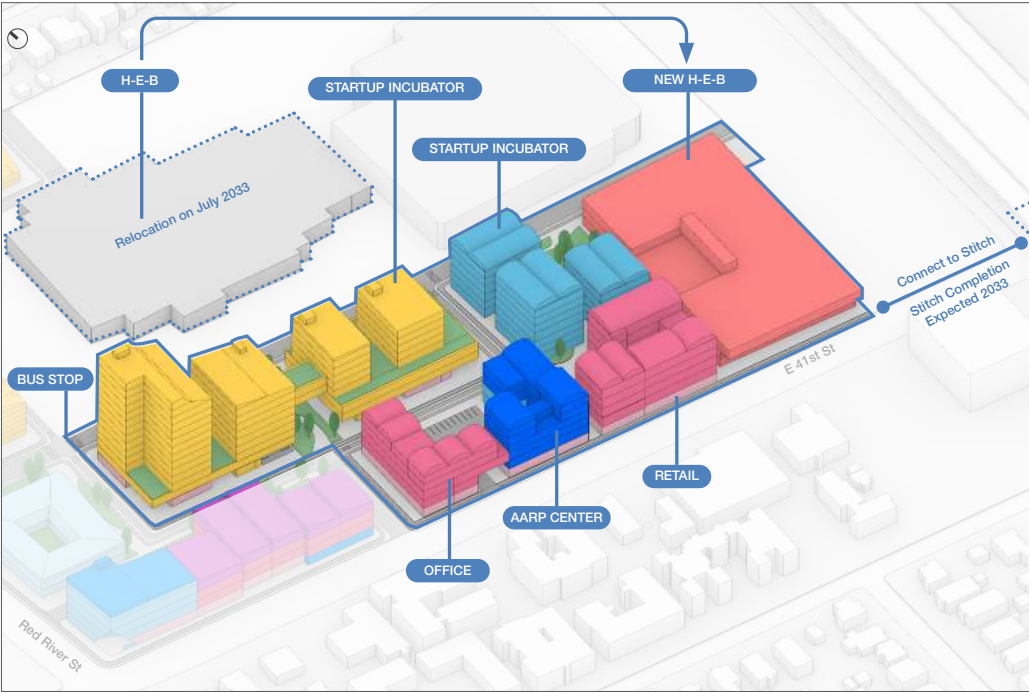


Phasing Strategy

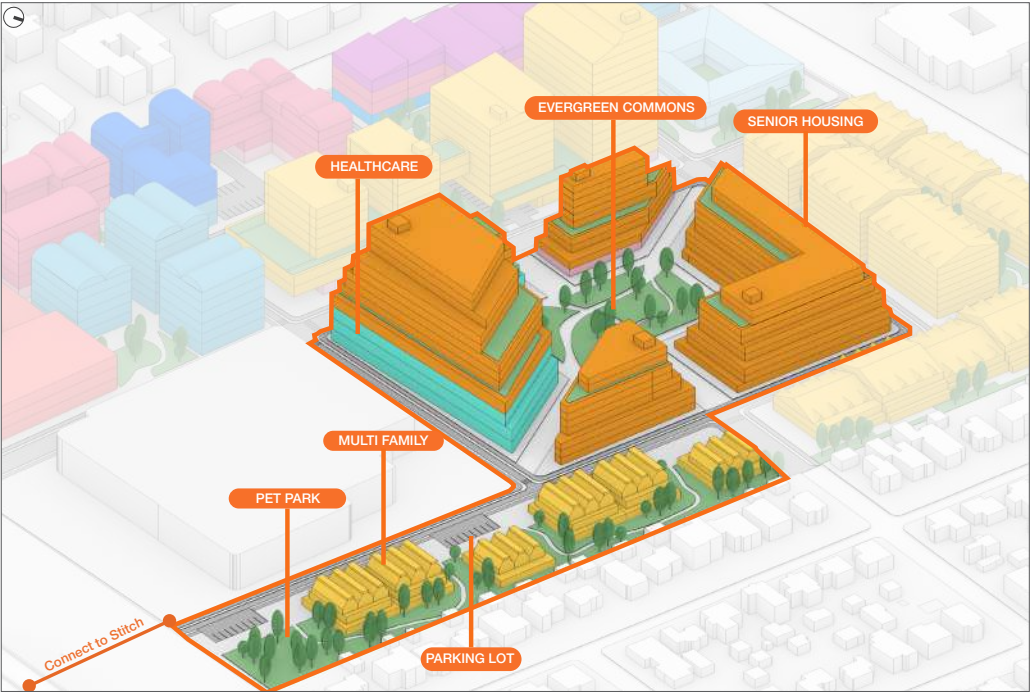
Weaving the Urban Fabric, Transit, and Generations



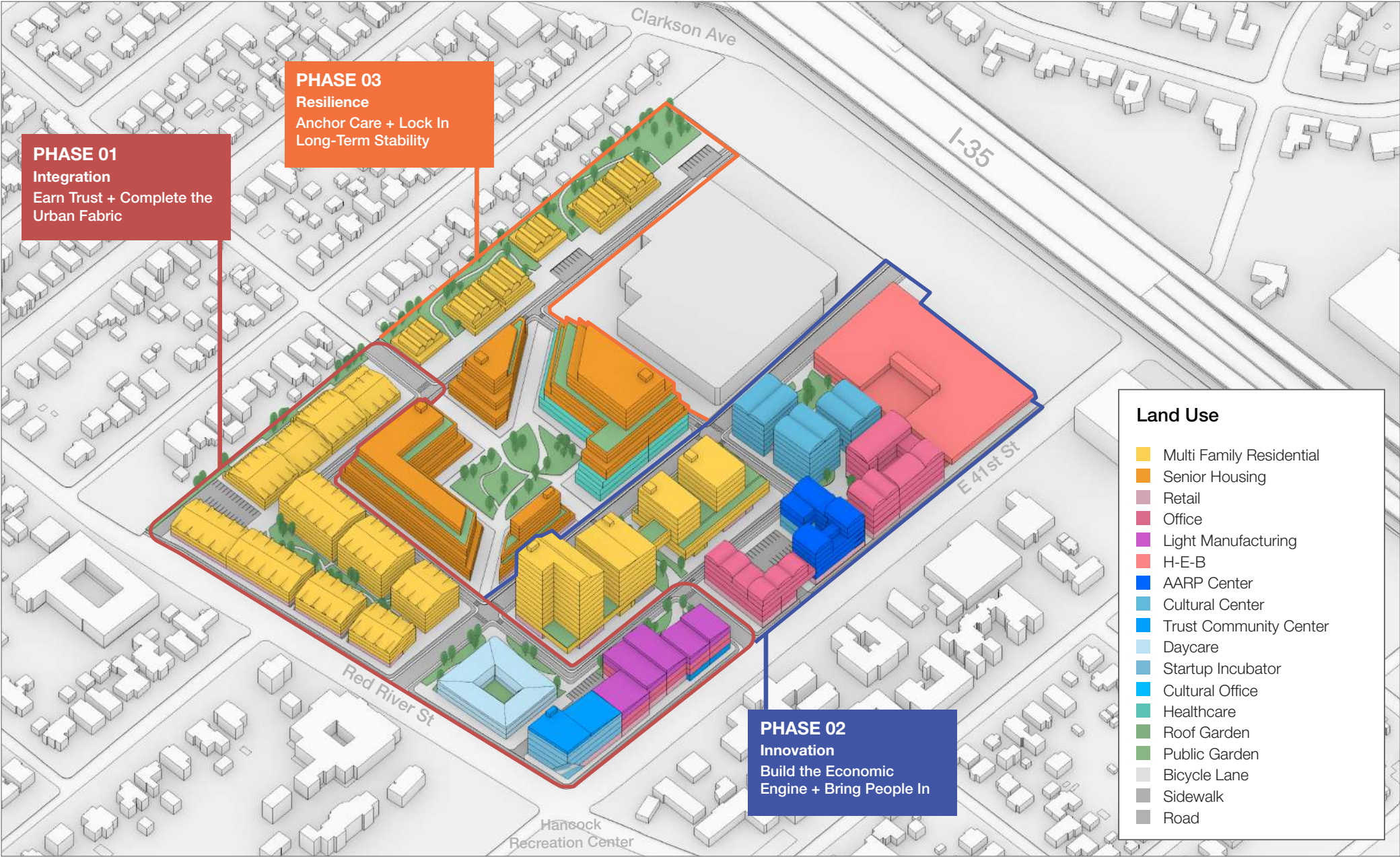
Phase 01



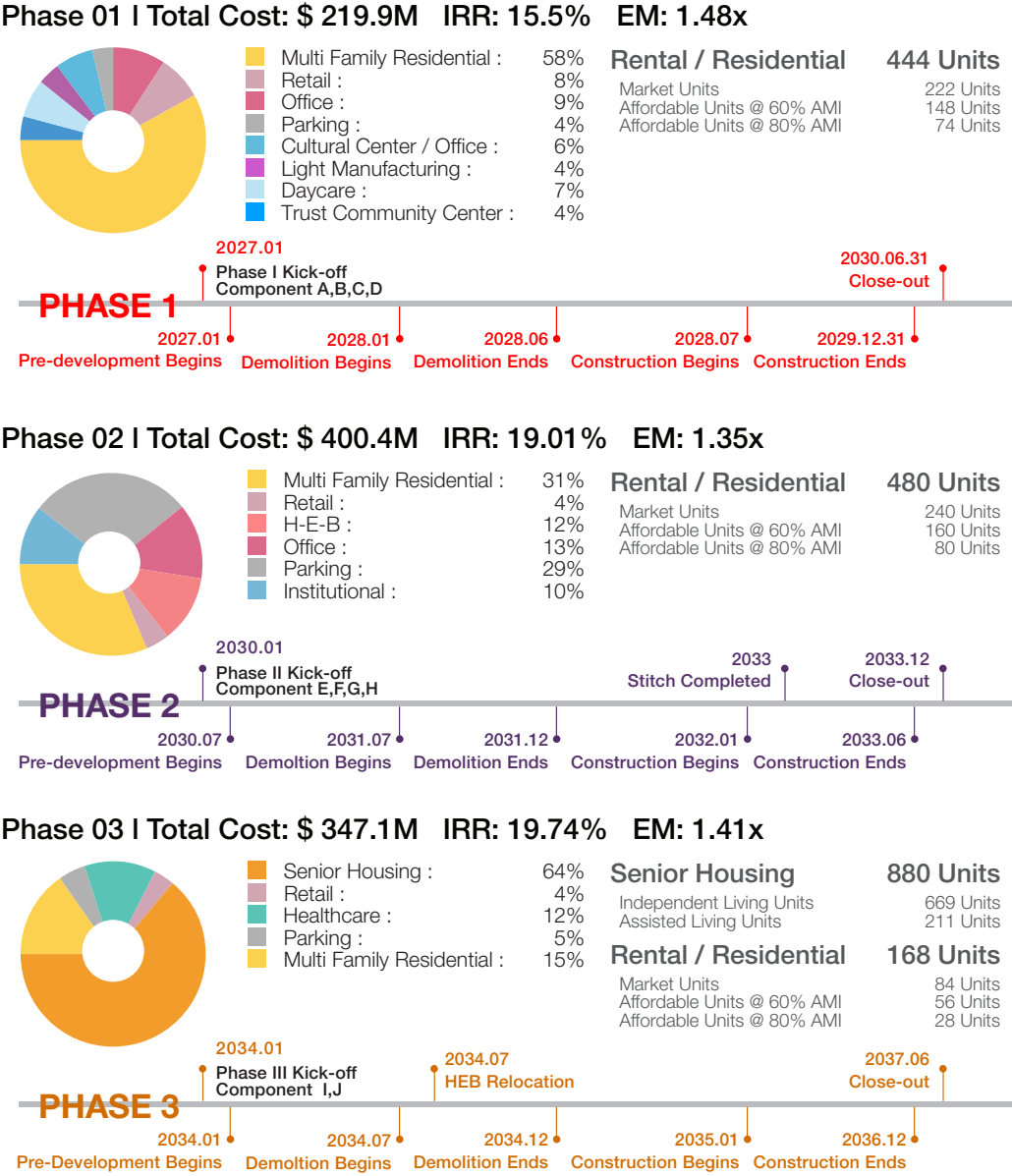
Phase 02



Phase 03



Phasing Strategy



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NUMBERS : 2018 SPRING/SUMMER TO 2026 SPRING/SUMMER