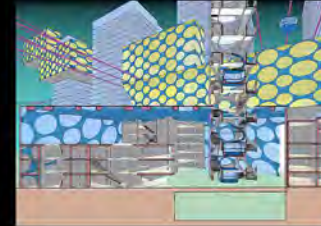


COLUMBIA GSAPP

ENRIQUE ANDRES BEJARANO

AIA, CSI, CDT, LEED® AP BD+C, WELL® AP

SELECT WORKS



FALL 2020 | CORE I STUDIO | JEROME HAFERD



SPRING 2022 | CORE II STUDIO | CARLYLE FRASIER



FALL 2022 | CORE III STUDIO | ERICA GOETZ



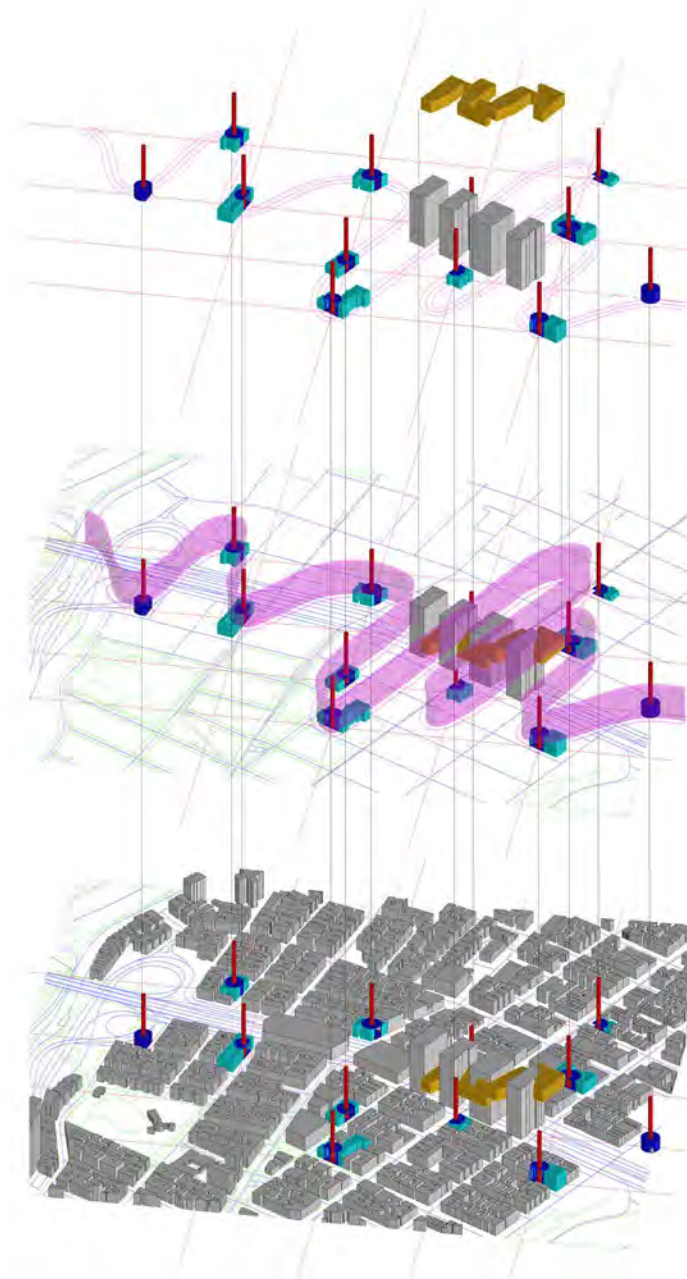
SPRING 2023 | ADV IV STUDIO | RACHELY ROTEM



FALL 2023 | ADV V STUDIO | DAVID BENJAMIN

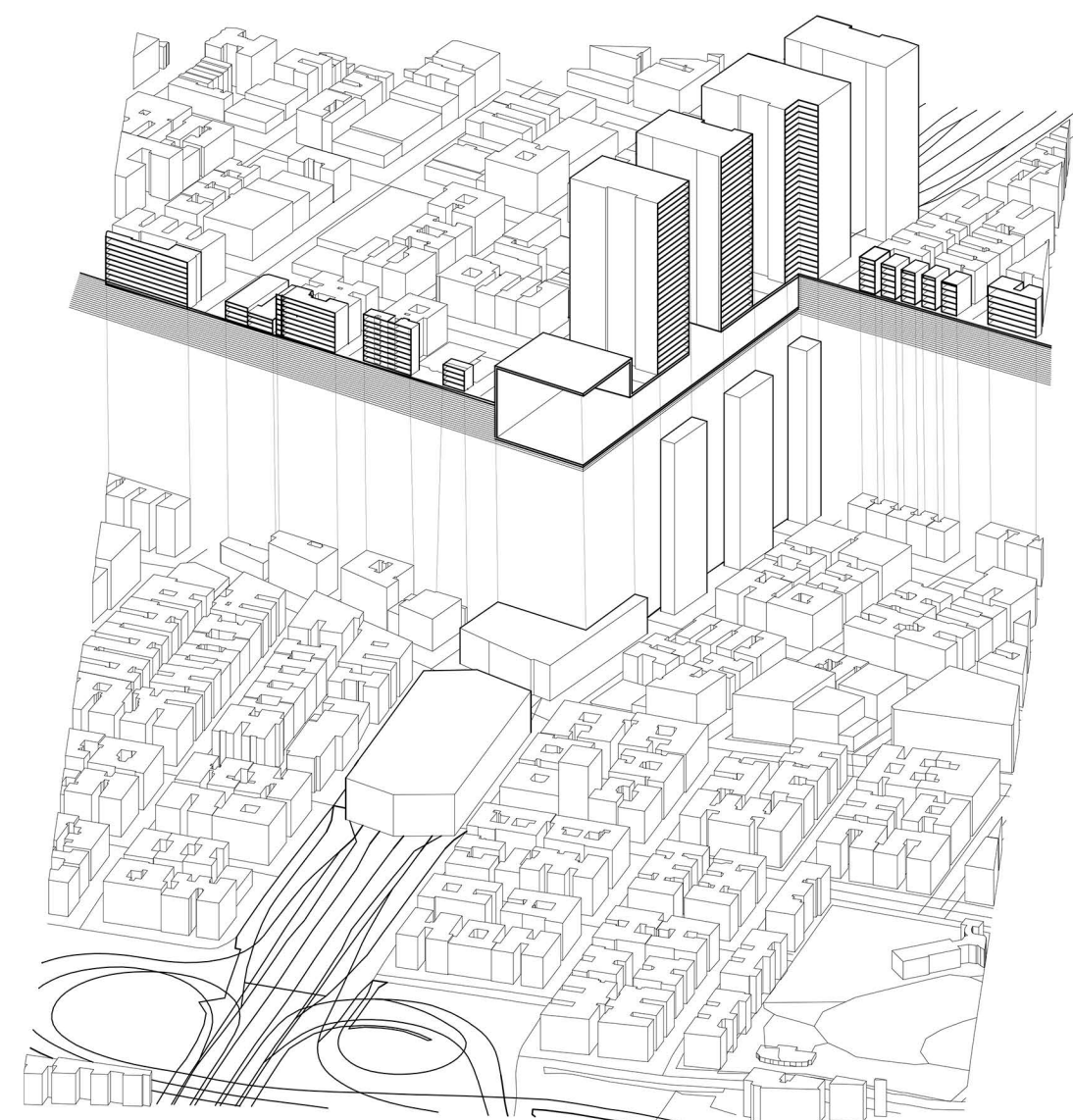
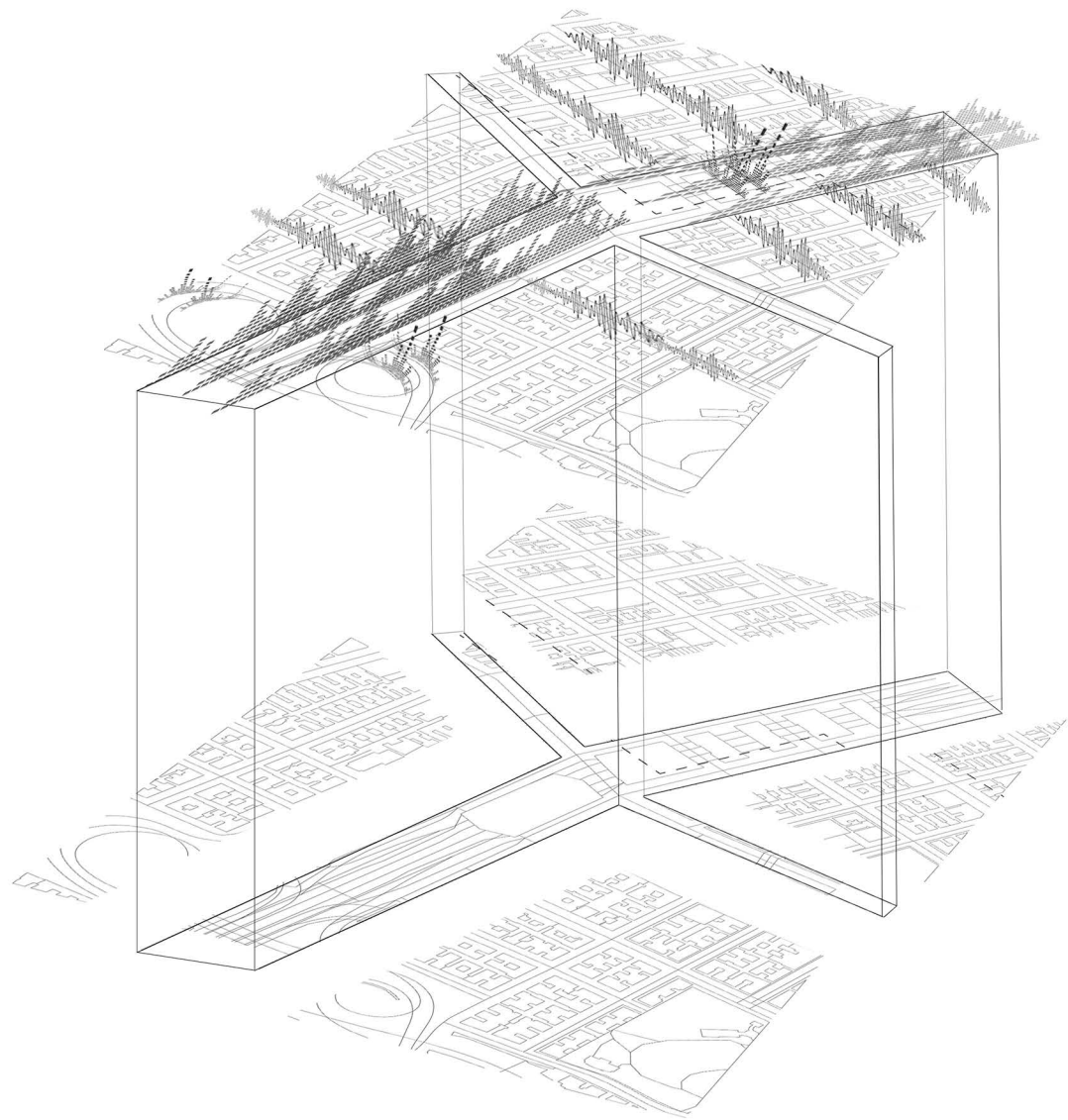
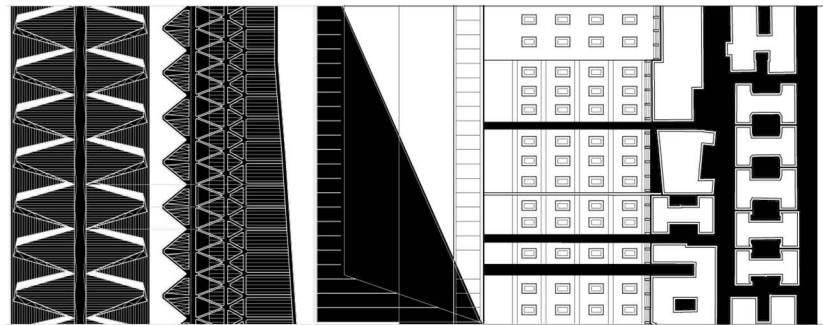
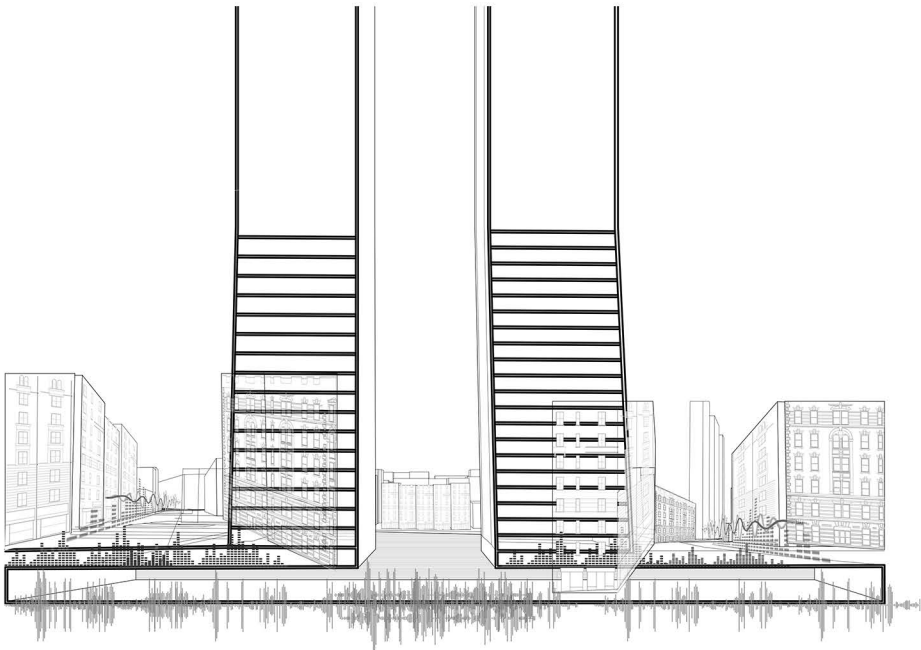


SPRING 2024 | ADV VI STUDIO | CHRISTOPH KUMPUSH
& PATRICE DERRINGTON

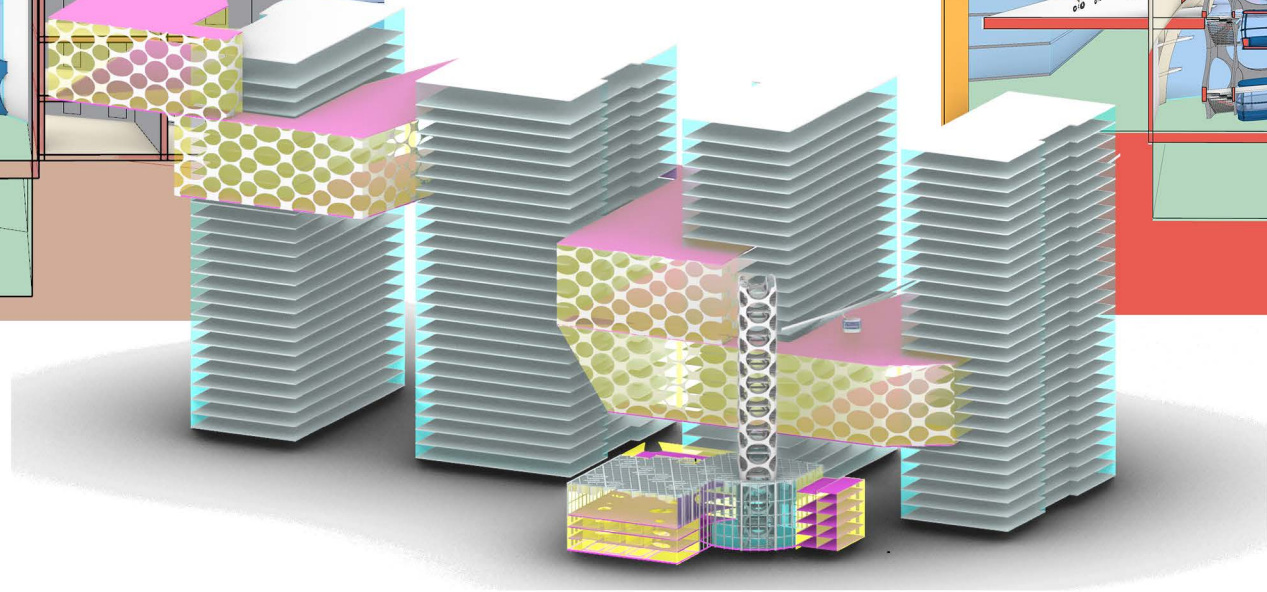
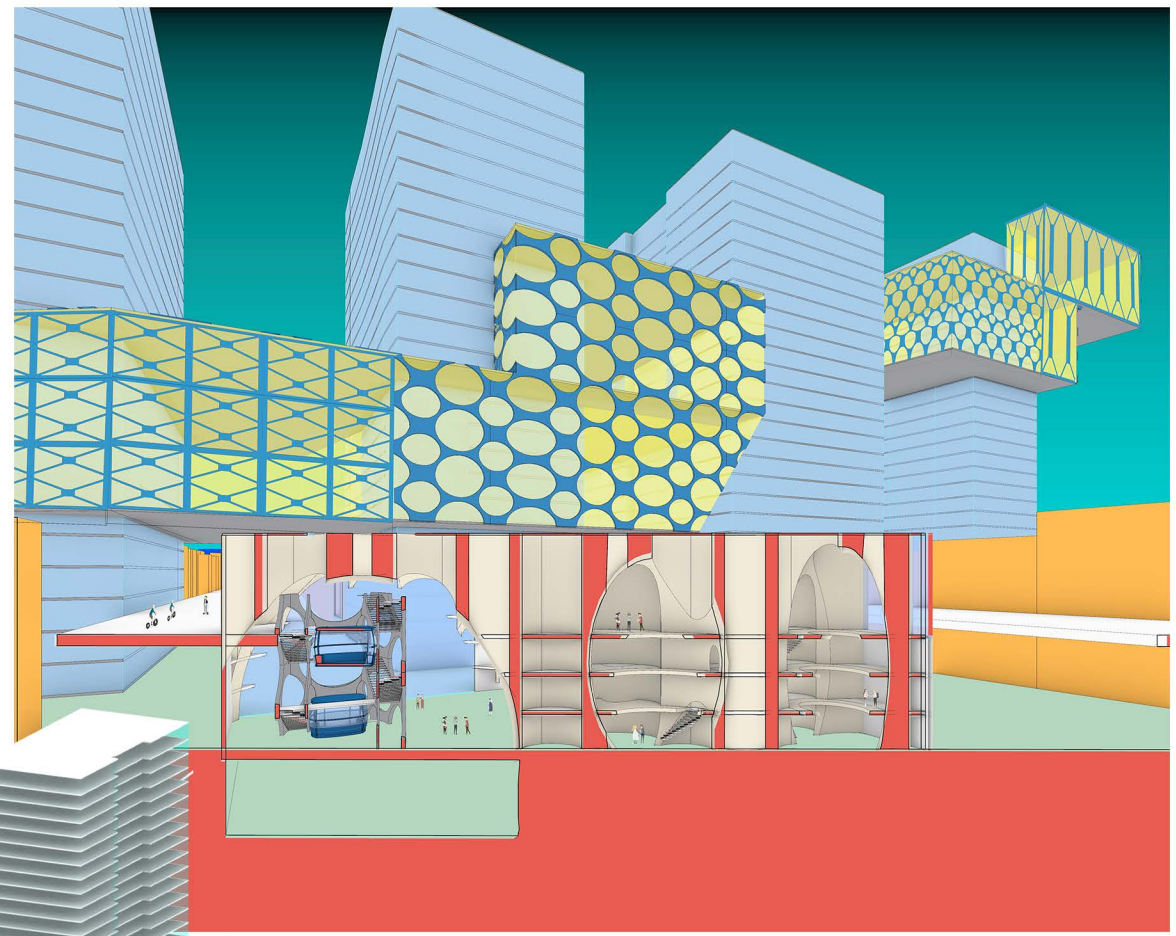
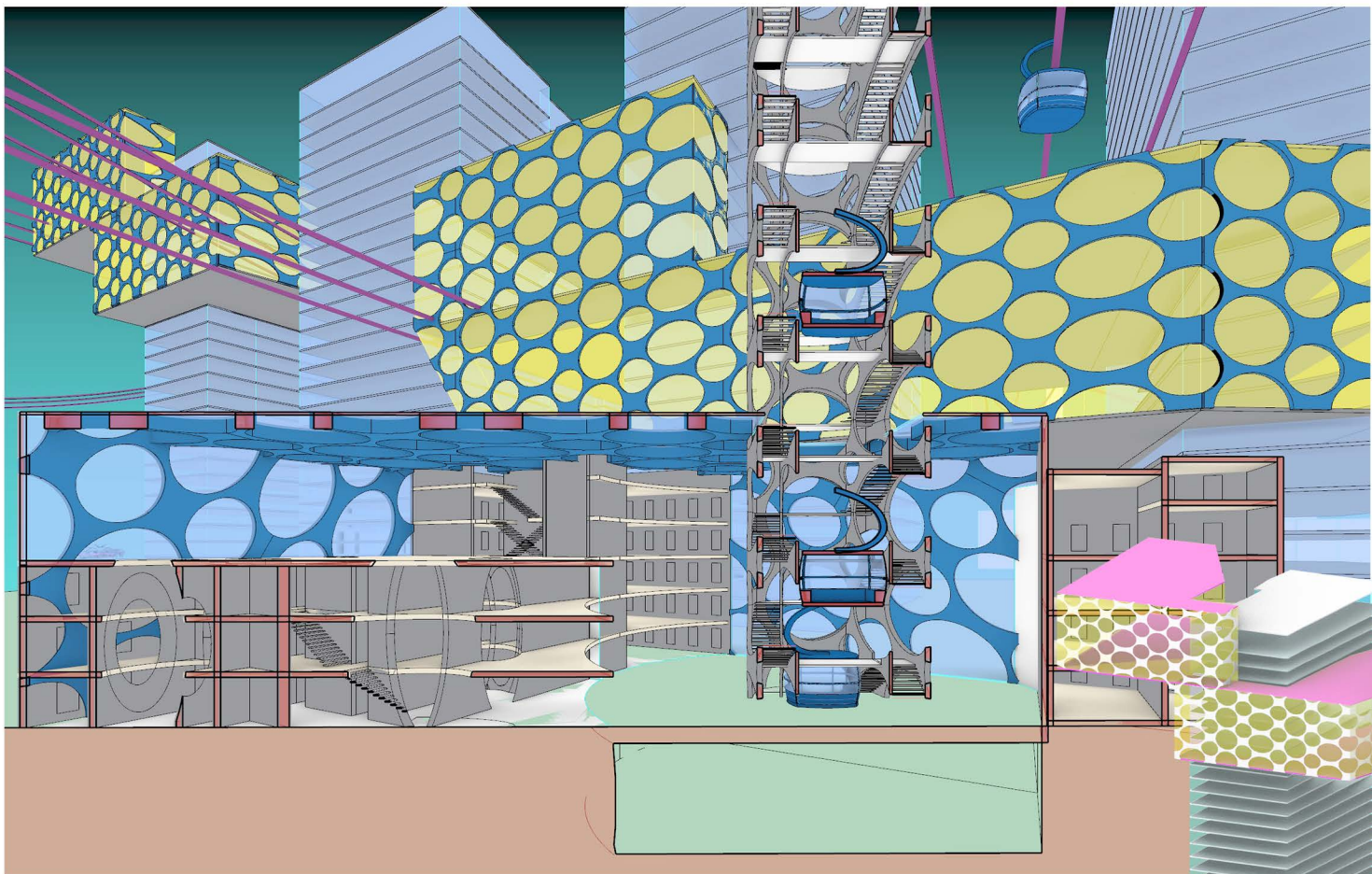


The Hypershape

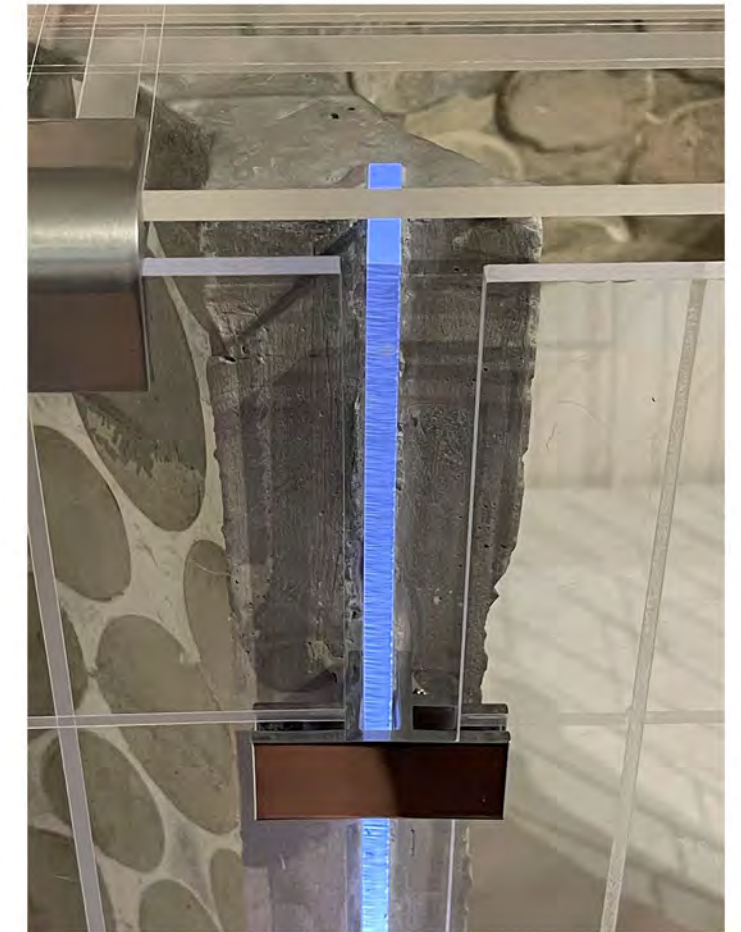
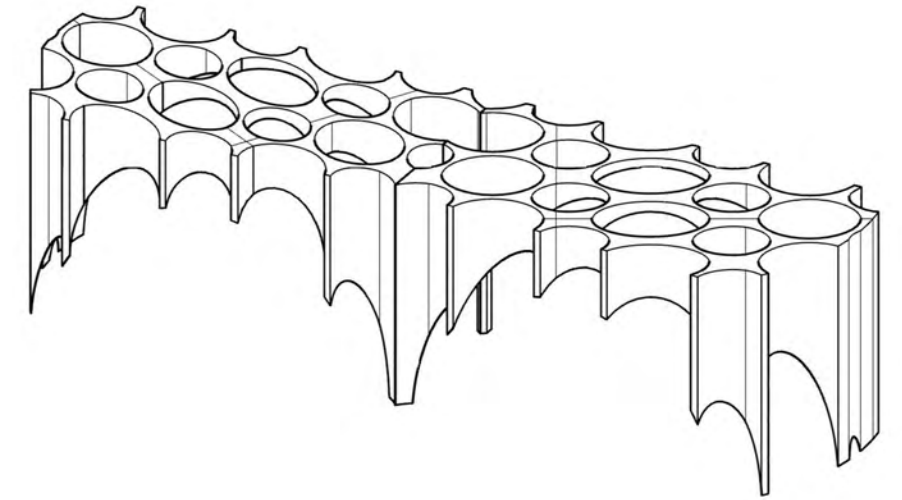
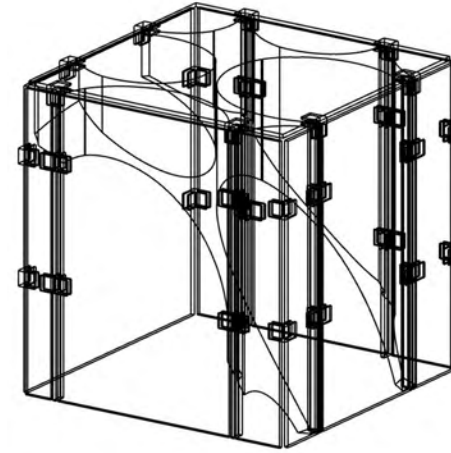
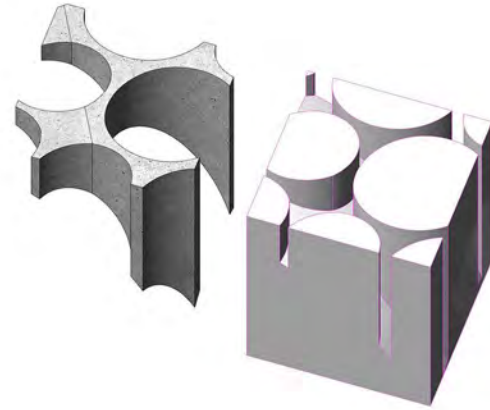
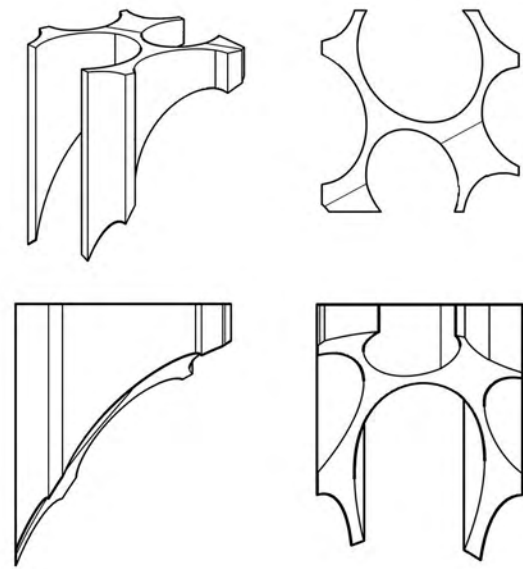
A generative language for solids and voids, light and shadow, and connection vs separation; operating at nested scales from the smallest detail to the scale of the neighborhood. In this case, a networked solution for bridging the fragmented quadrants of Washington Heights where the conventional north/south axis of the Manhattan grid collides with the datum originating from the George Washington Bridge. This collision imposes a new spatial order and building tectonic, creating a territory that separates and disrupts the fabric of the neighborhood. Through a network of elevated urban pathways and entry points, the project seeks to further explore the idea of the hypershape by proposing a new physical and social morphology to bypass the rigidity of the city grid, reconnect the fragmented quadrants of the neighborhood into a community focal point, and address the lack of diverse spaces accessible to the public.



Enrique Andres Bejarano
Core I Studio - Jerome Haferd
Fall 2020



Enrique Andres Bejarano
Core I Studio - Jerome Haferd
Fall 2020

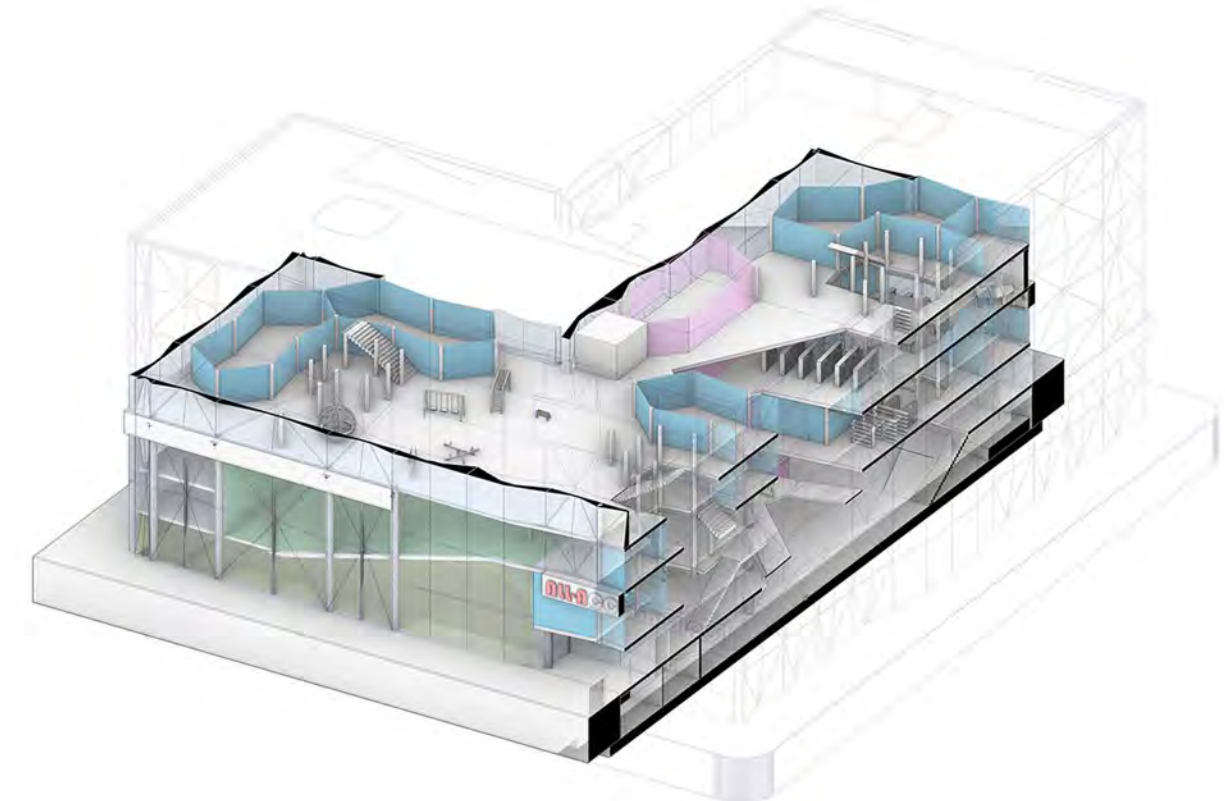


Enrique Andres Bejarano
Core I Studio - Jerome Haferd
Fall 2020

The ALL-ACCESS School

The All Access School aspires to provide a learning space for all types of minds & bodies. "All-Access" also implies a blurring of boundaries, and a visual connection between the spaces within, as well as with the public.

Through mixed-age grouping, the building is organized into 3 distinct learning cores located above the public functions, with groups consisting of three-year age ranges (grades K thru 2; 3 thru 5; and 6 thru 8). Classrooms, or "learning-suites" feature a redundancy of spaces in which students may focus, process, create, congregate, and socialize; aiming to accommodate a spectrum of body types as well as neurological types, from the sensory-seeking to the sensory-avoidant. Separation between learning suites is blurred to provide connectivity both vertically and horizontally without needing to exit to the general public building circulation. The site strategy aims to create invitations for urban movement through the building, with transparency for public facing amenities such as a café, gym, and library.

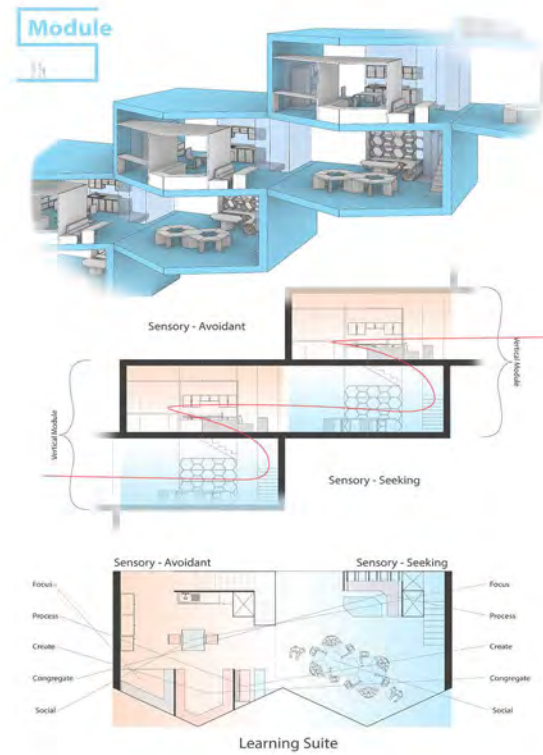
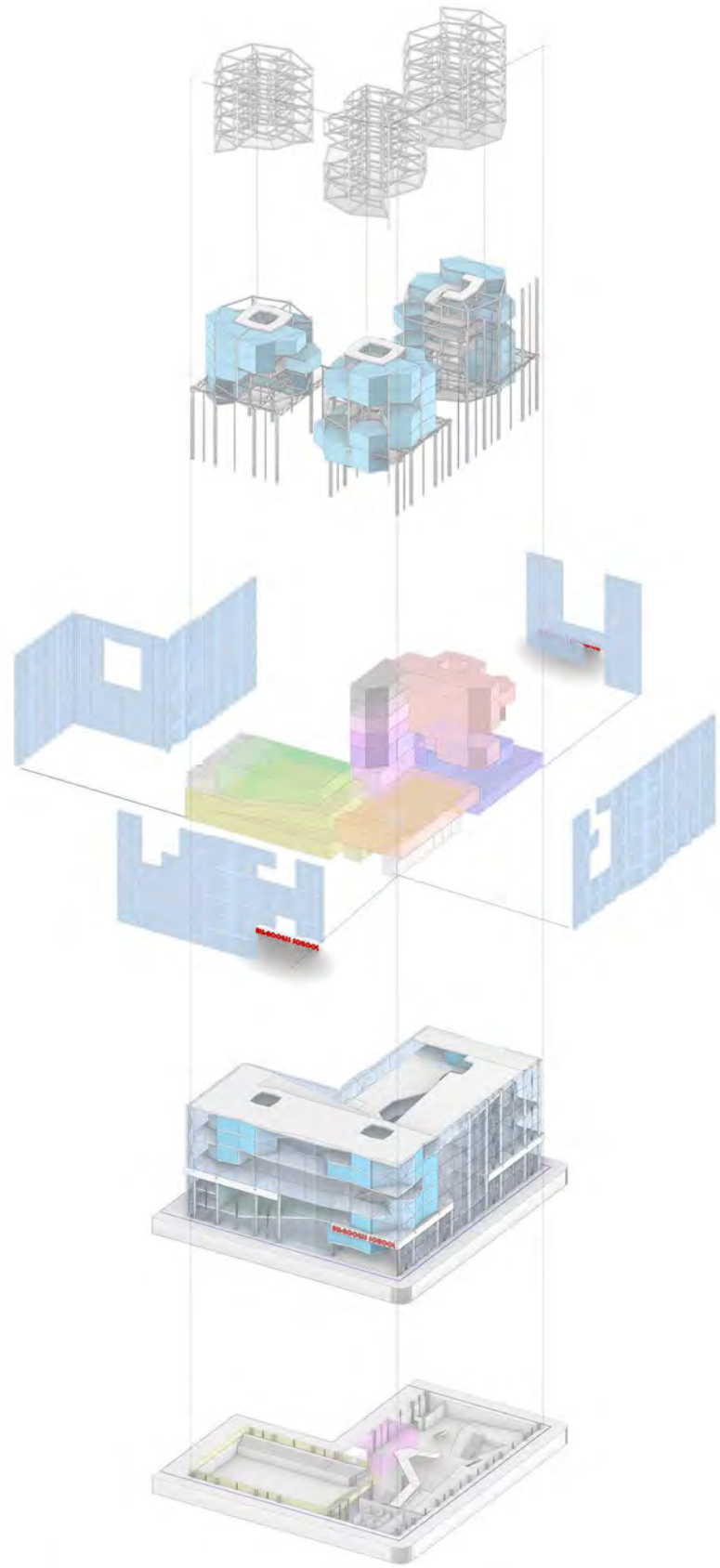
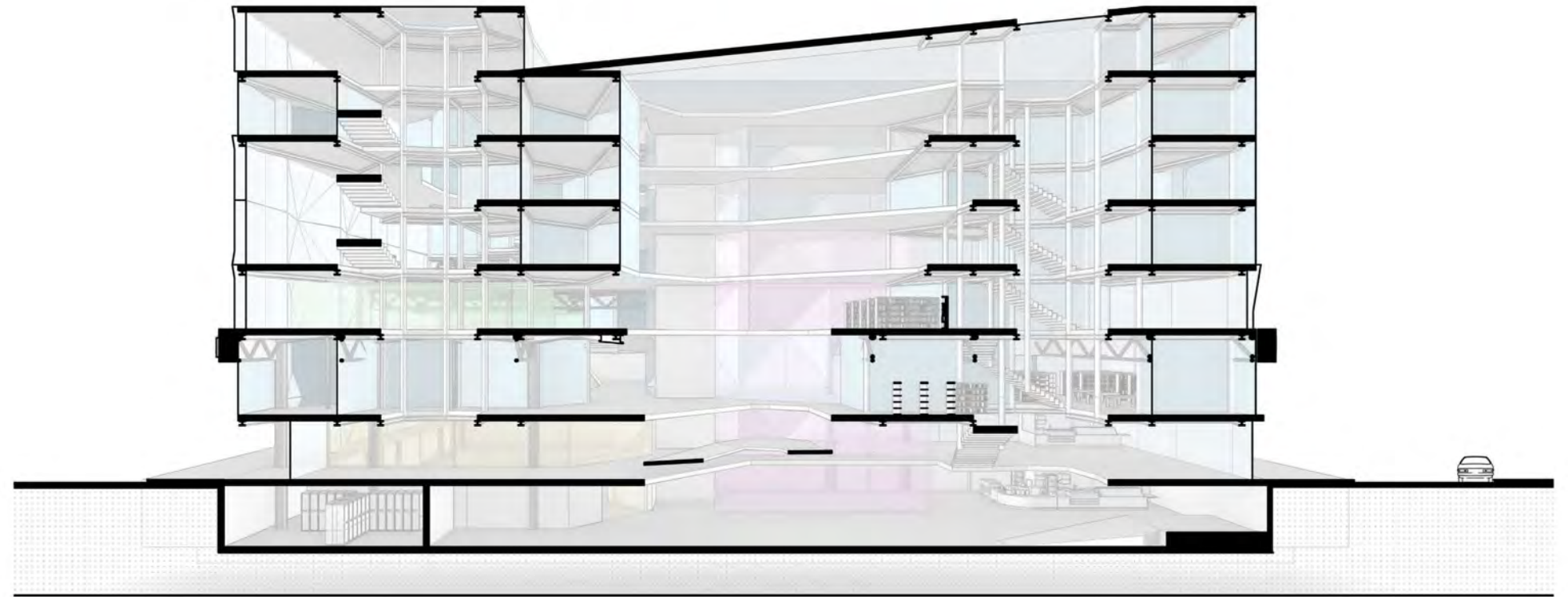


ENRIQUE A. BEJARANO

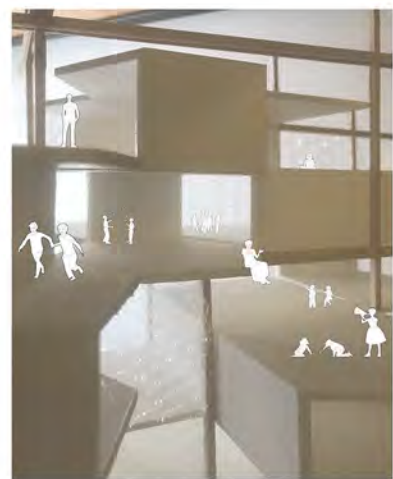
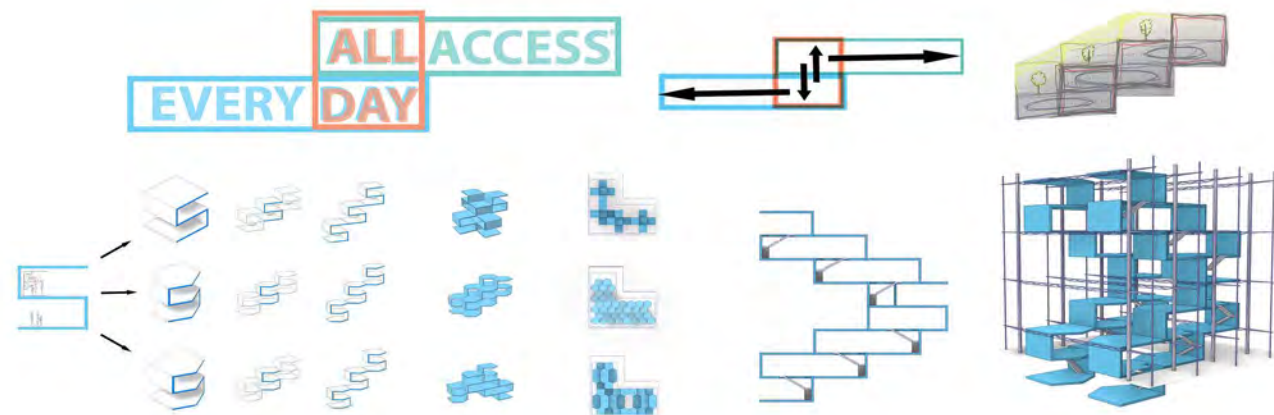


(FRASER STUDIO) CORE II

The ALL-ACCESS School



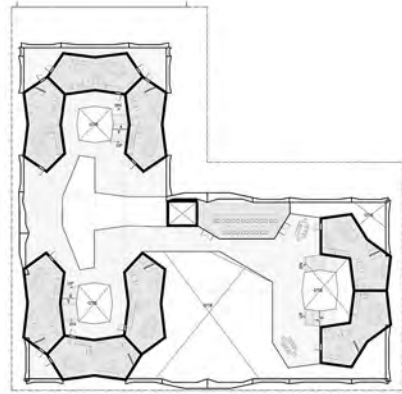
Section 1



(FRASER STUDIO) CORE II

ENRIQUE A. BEJARANO

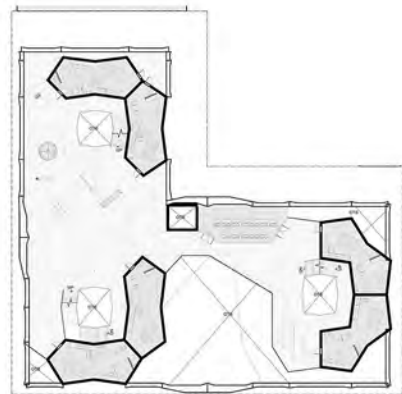
The ALL-ACCESS School



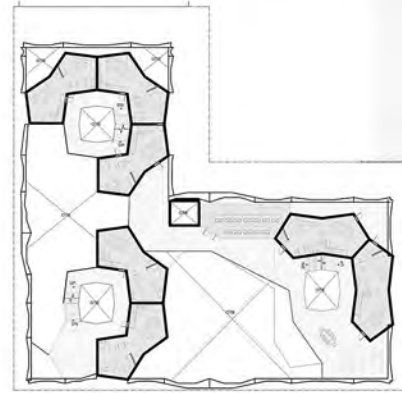
6th FL Plan



7th FL Plan



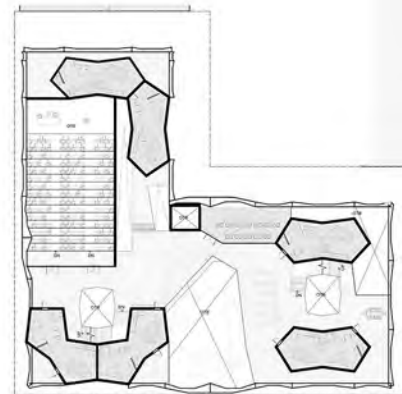
4th FL Plan



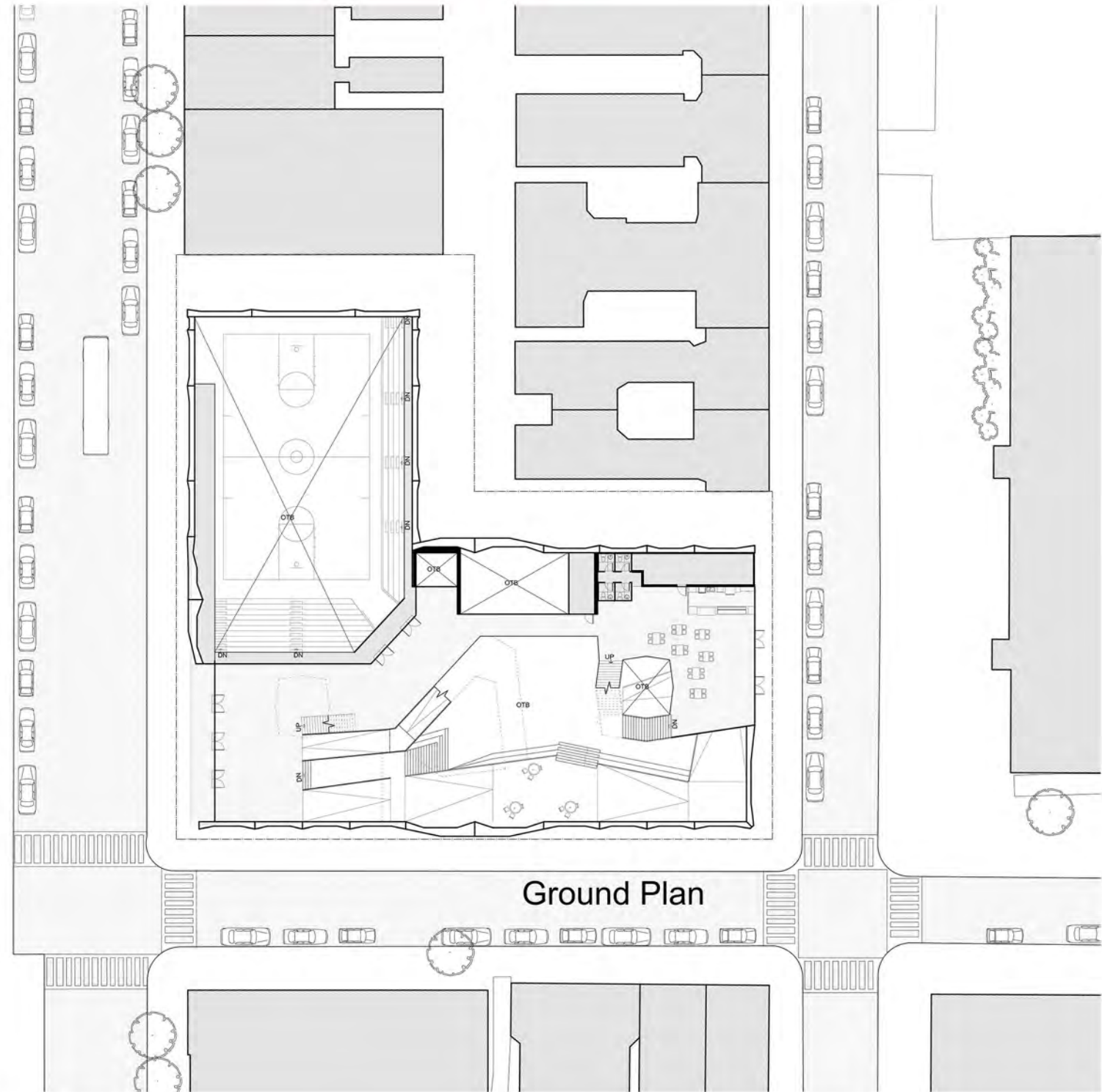
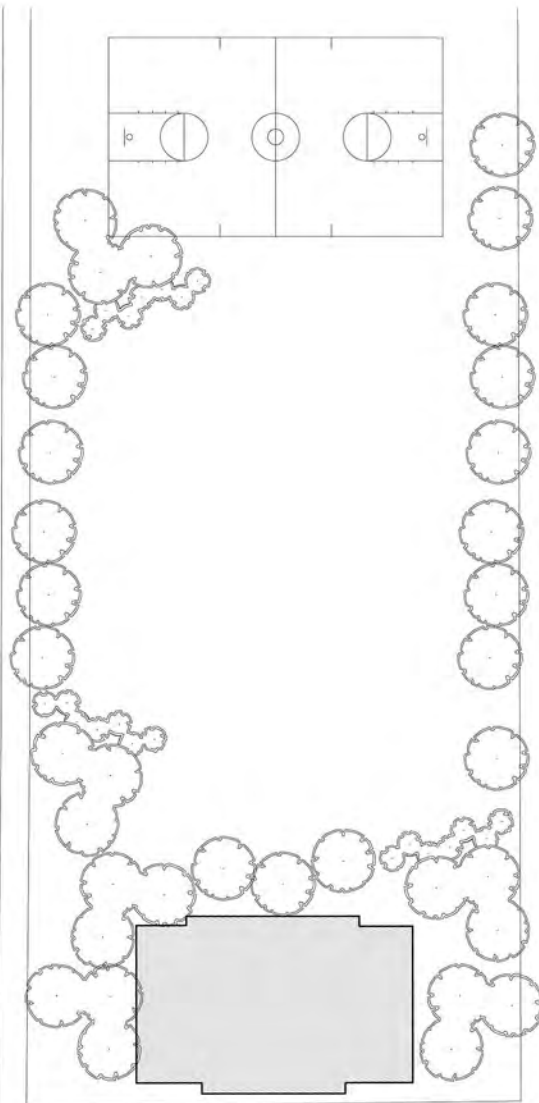
5th FL Plan



2nd FL Plan



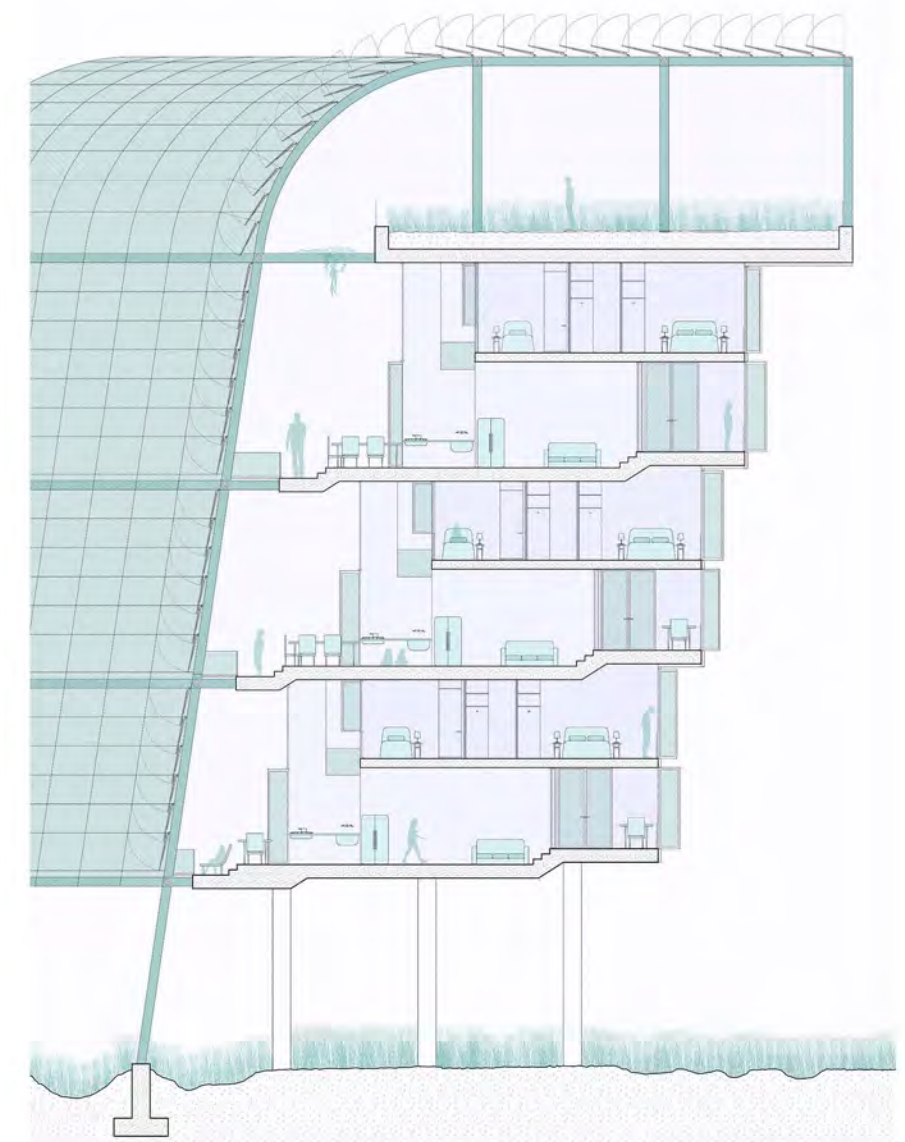
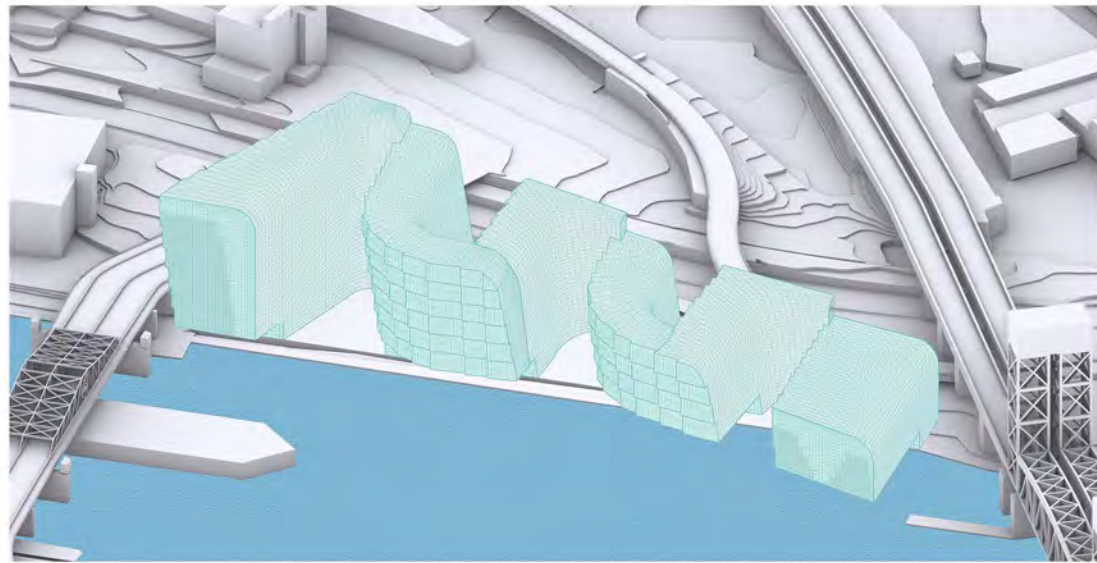
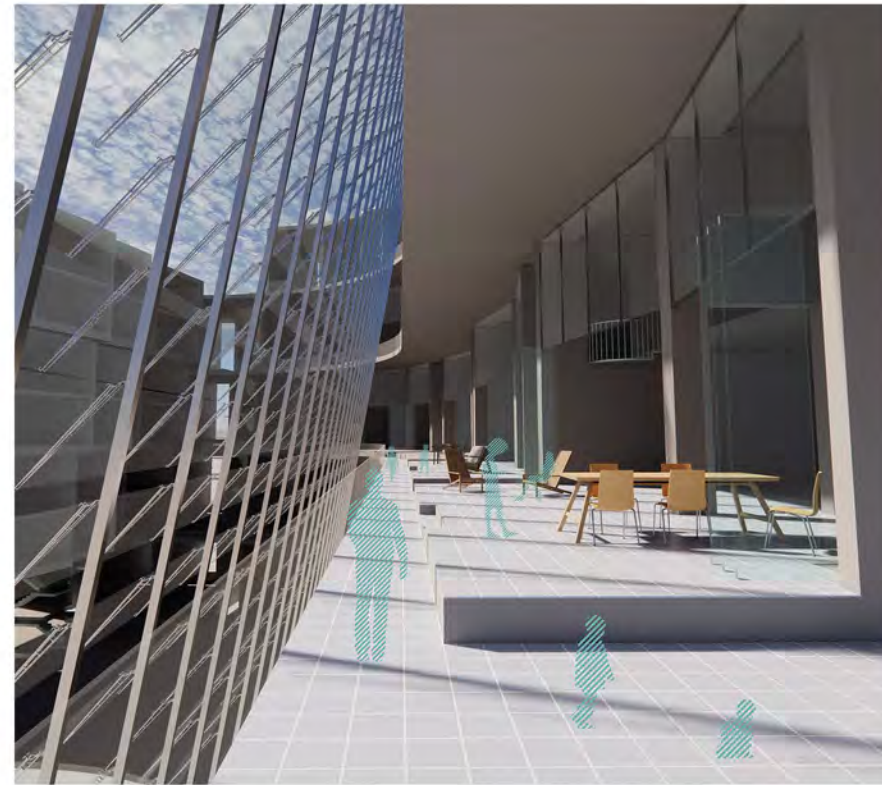
3rd FL Plan



Ground Plan

Chrysalis | Enrique Bejarano & Ari Nadrich Fall 2023 | Core III Studio - Erica Goetz

Chrysalis centers on a moderating skin that acts as a mediator between the project's inner ecosystem and its environment, gently facilitating optimal conditions for living. The interstitial layer of temperate climate created by this skin is intended to act as the central axis for living, namely in the two-story voids that act as mediating spaces between public and private. In plan, the project is visibly defined by the linear circulatory channels along which these voids occur. Units are strategically paired to have two unique relationships with their neighbor; any given unit shares vertical circulation with one neighbor, and kitchen/front yard space with its other neighbor. This system of pairing acts to further humanize and individualize the project's circulatory schema.



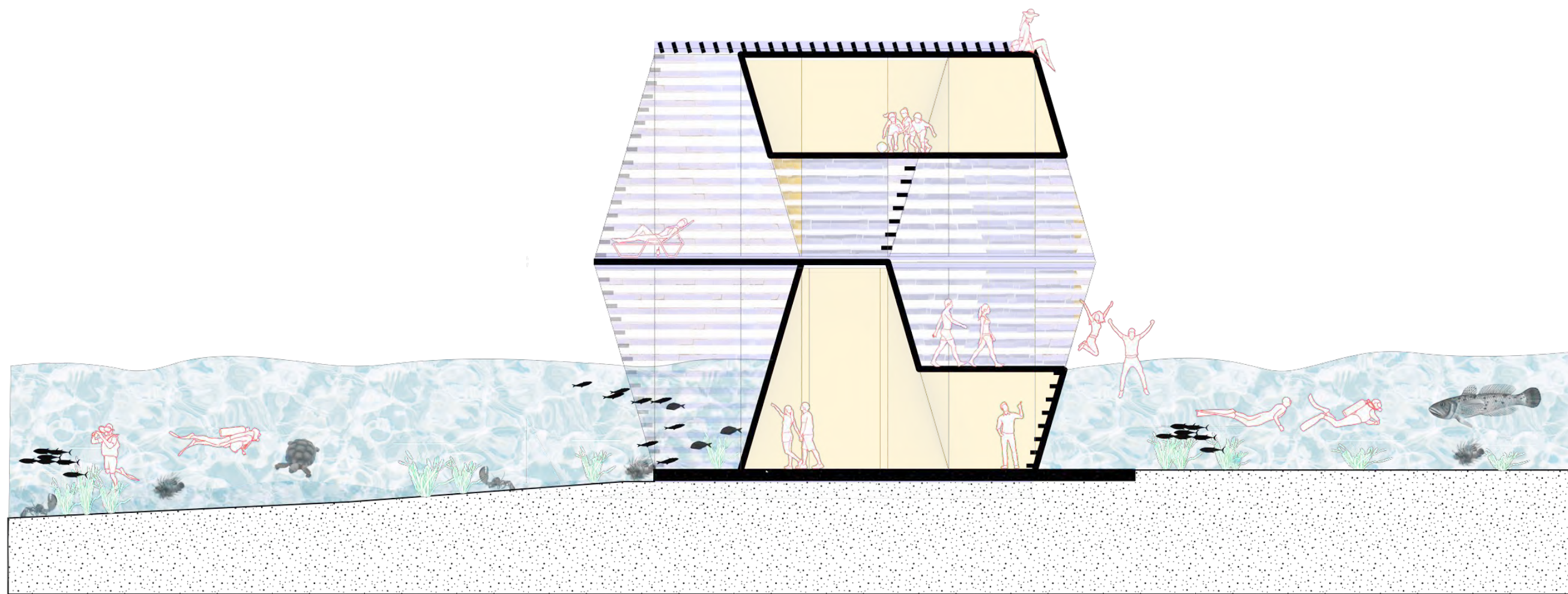
Designing for an Uncertain Future

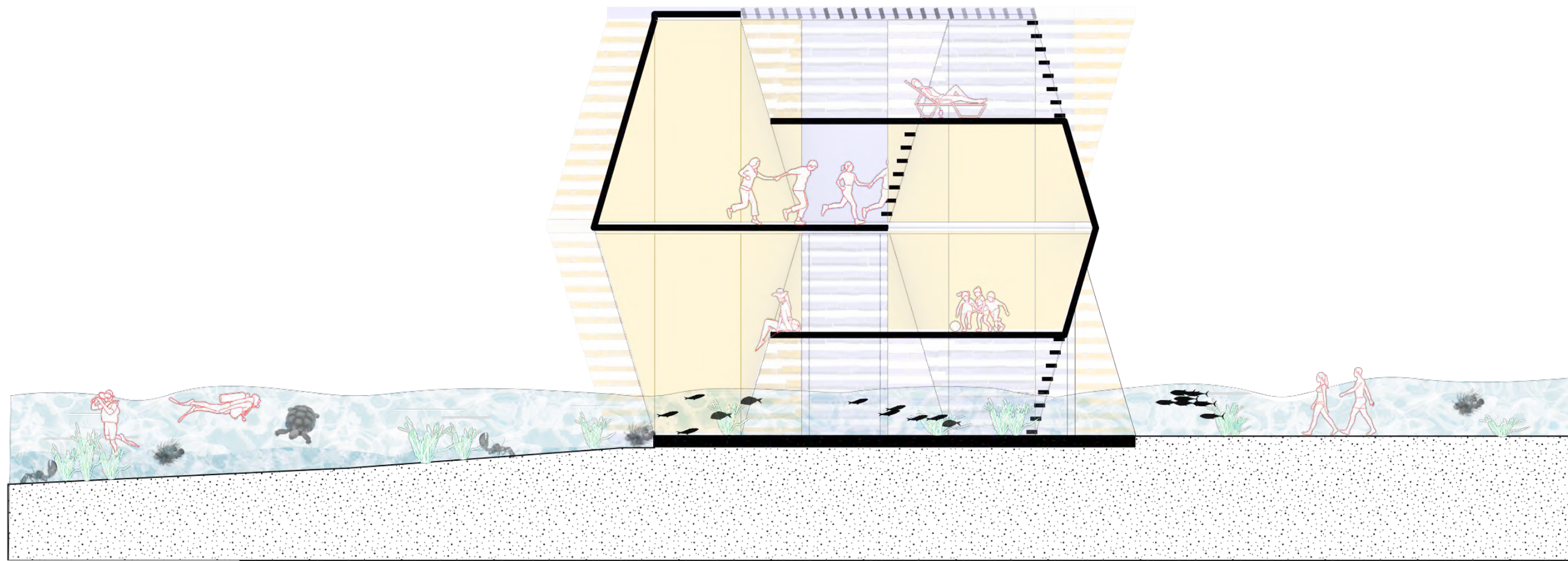
(Modern Prototypes for Future-Ancient Ruins)

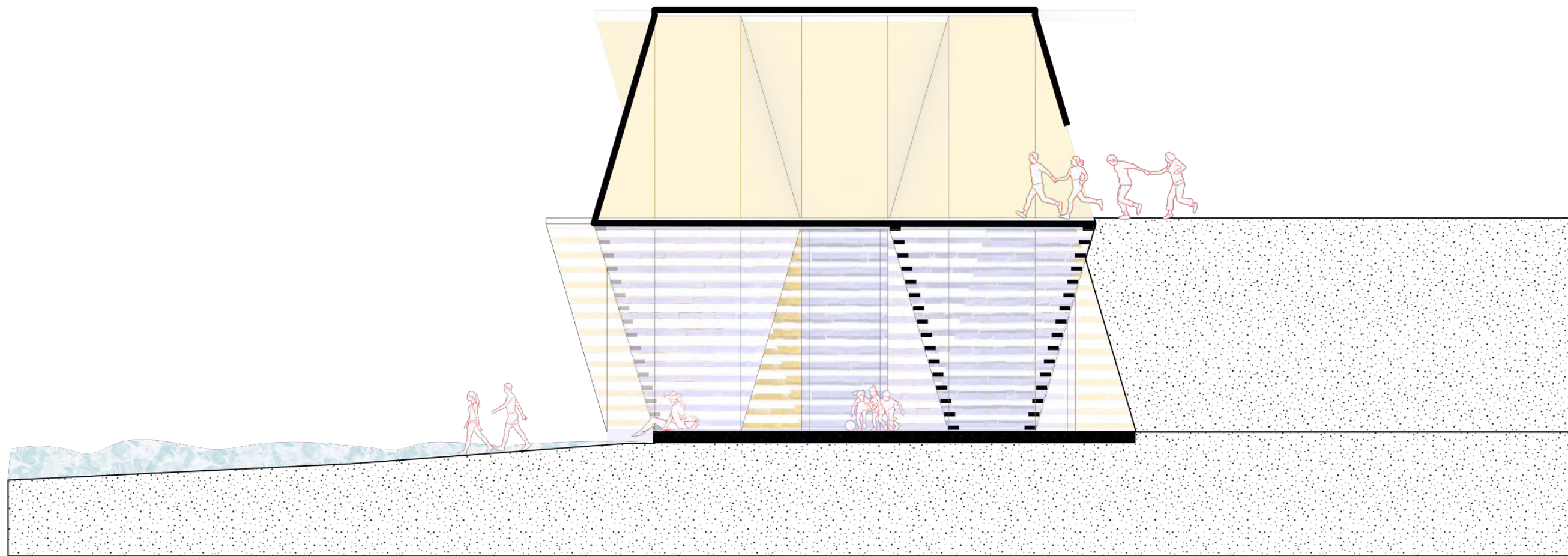
Enrique A. Bejarano

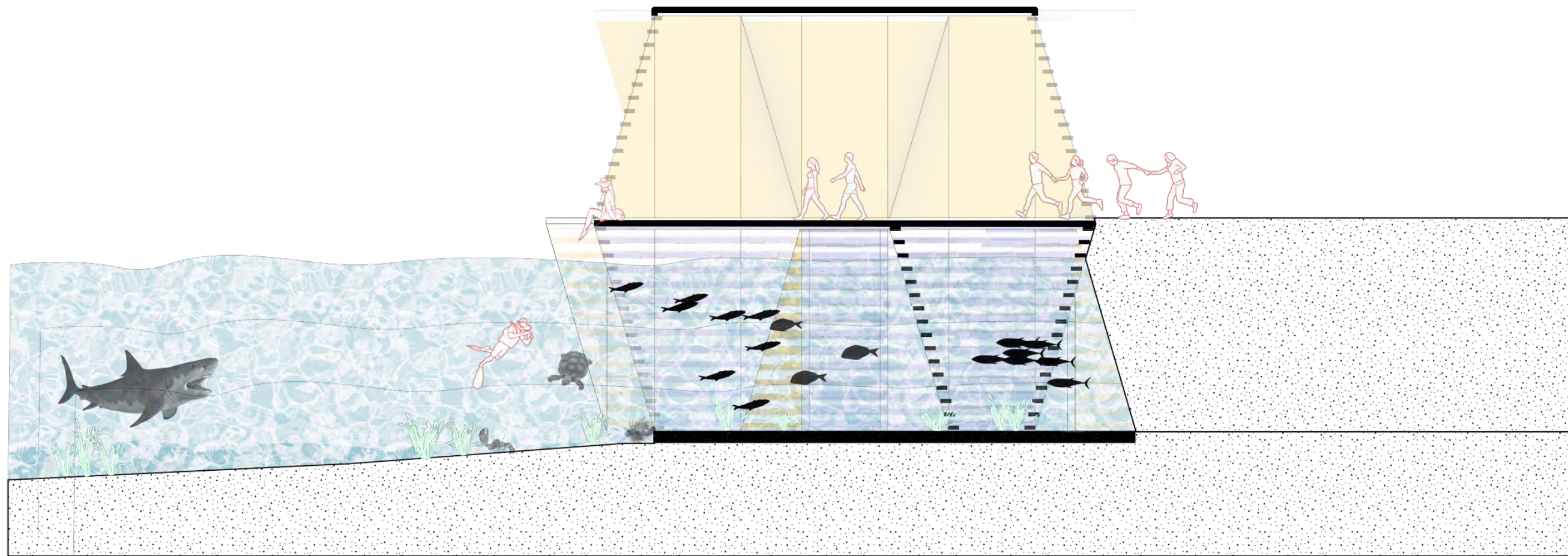
Adv IV Studio - Rachely Rotem - Spring 2023

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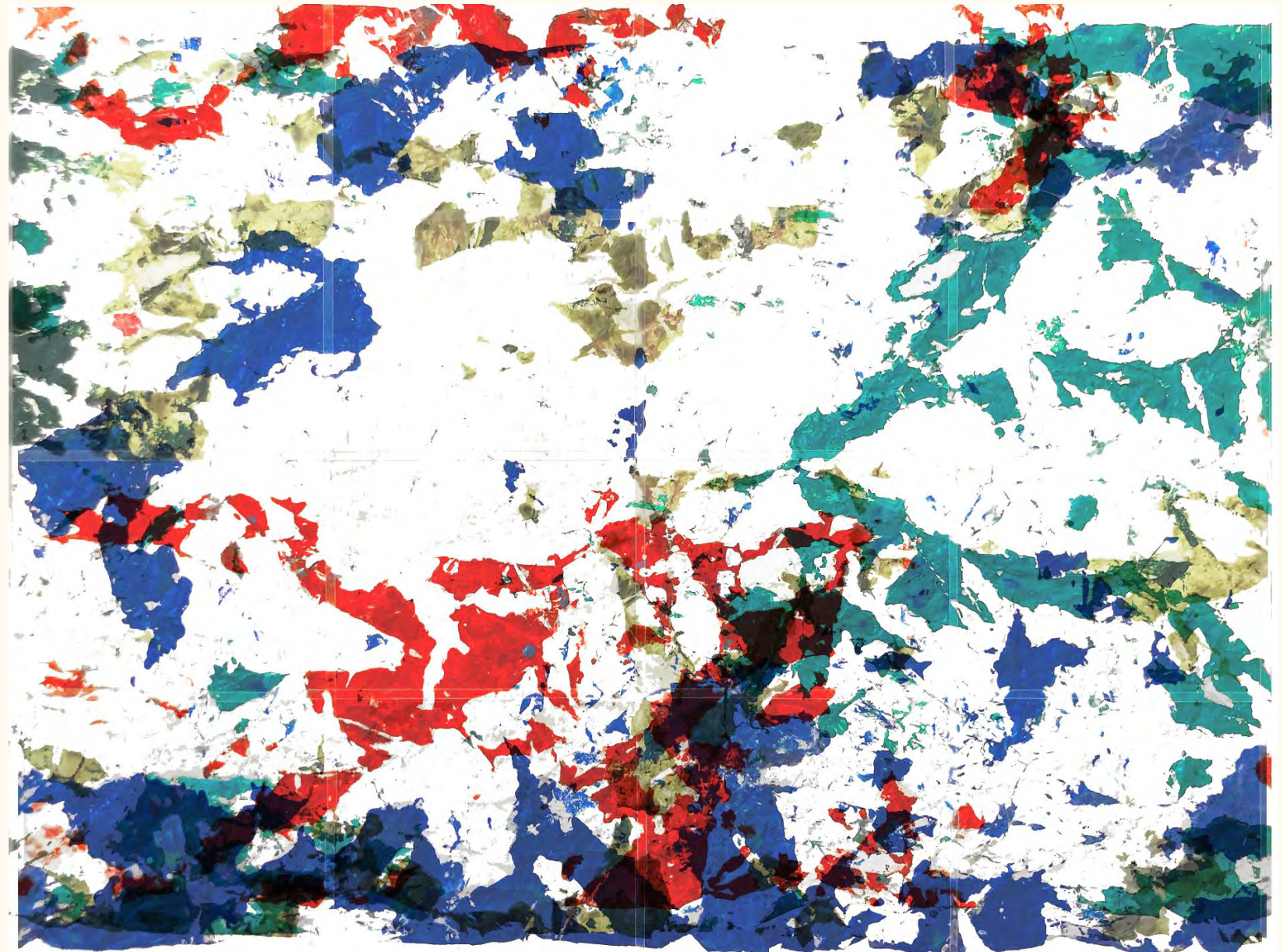




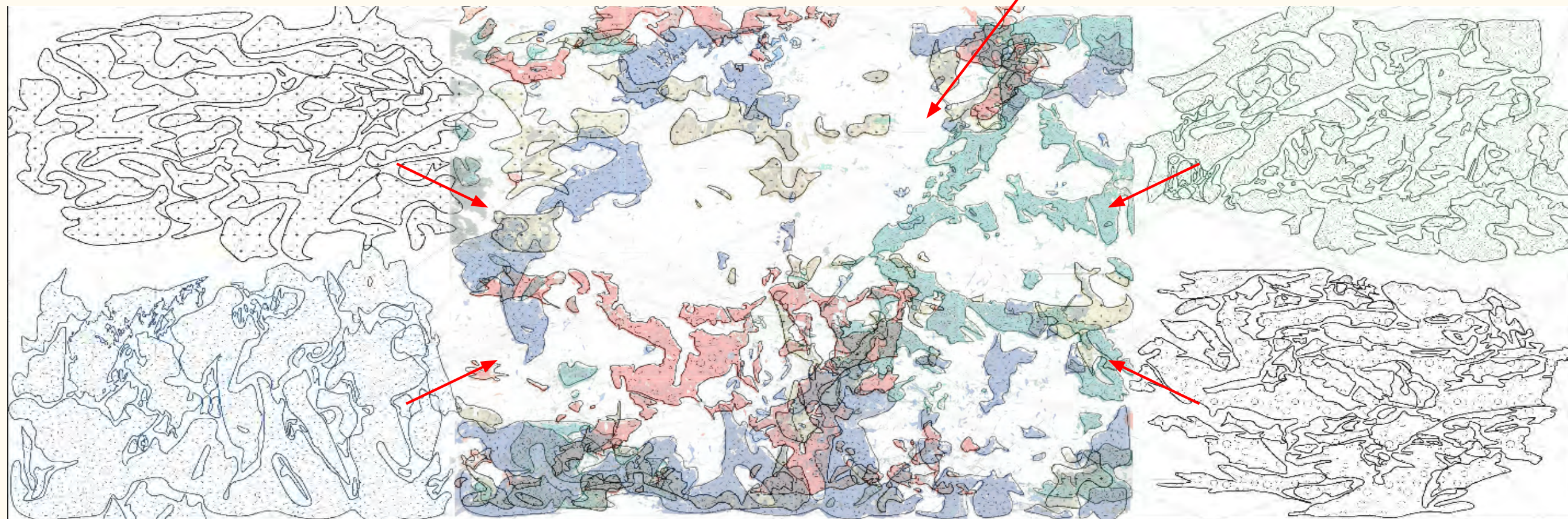
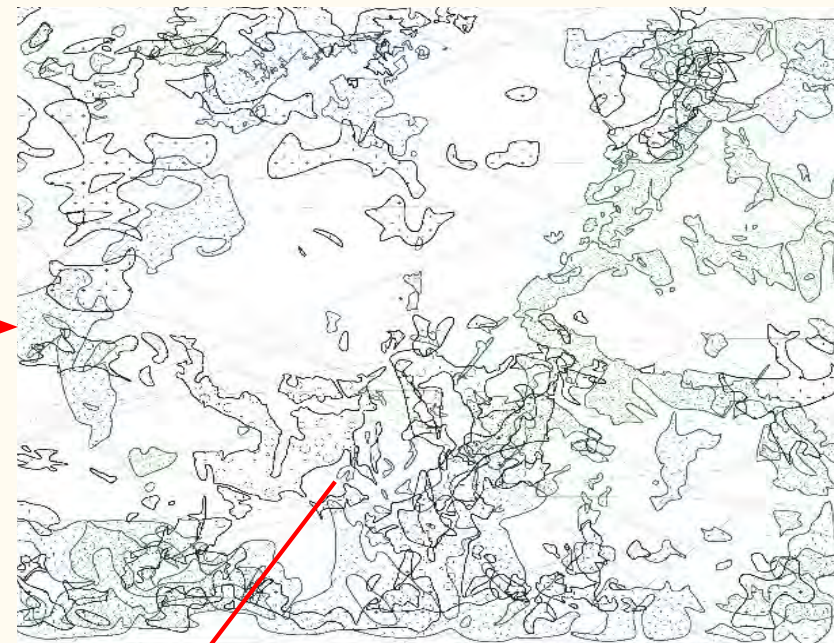
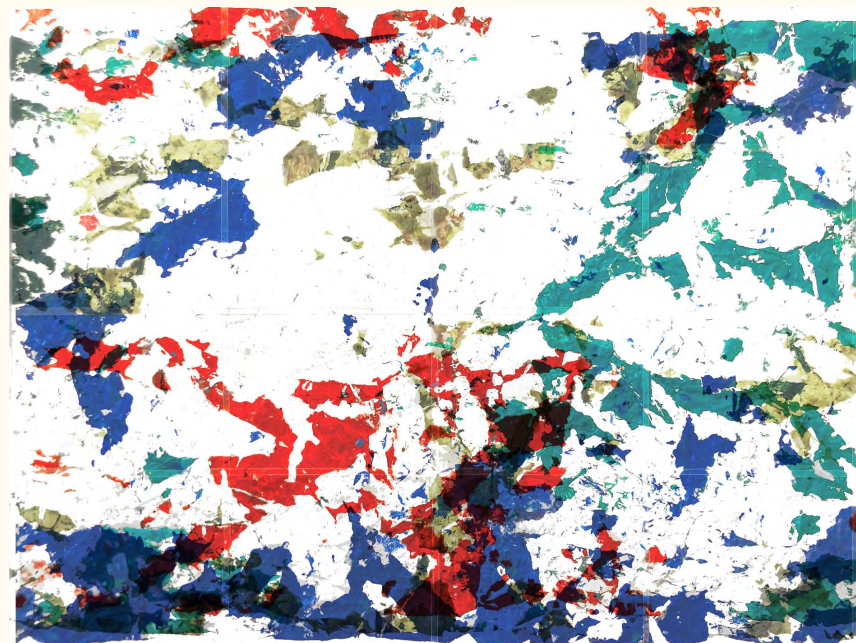


Part 1: Site & Uncertainty

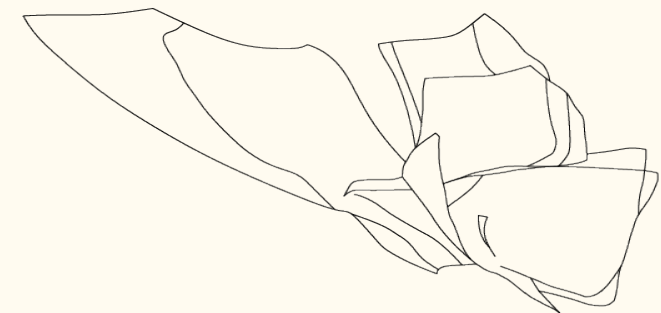
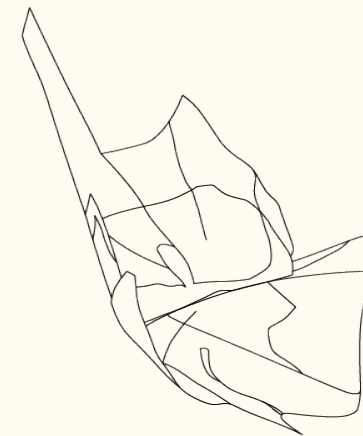
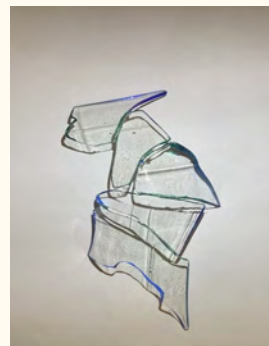
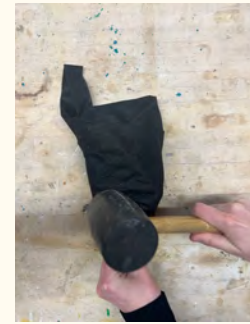
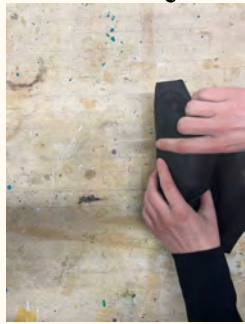
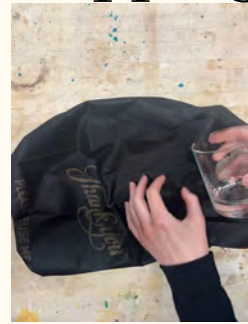
Experiment 1: Mapping uncertainty, from exterior to interior & fragment to whole



Transformation

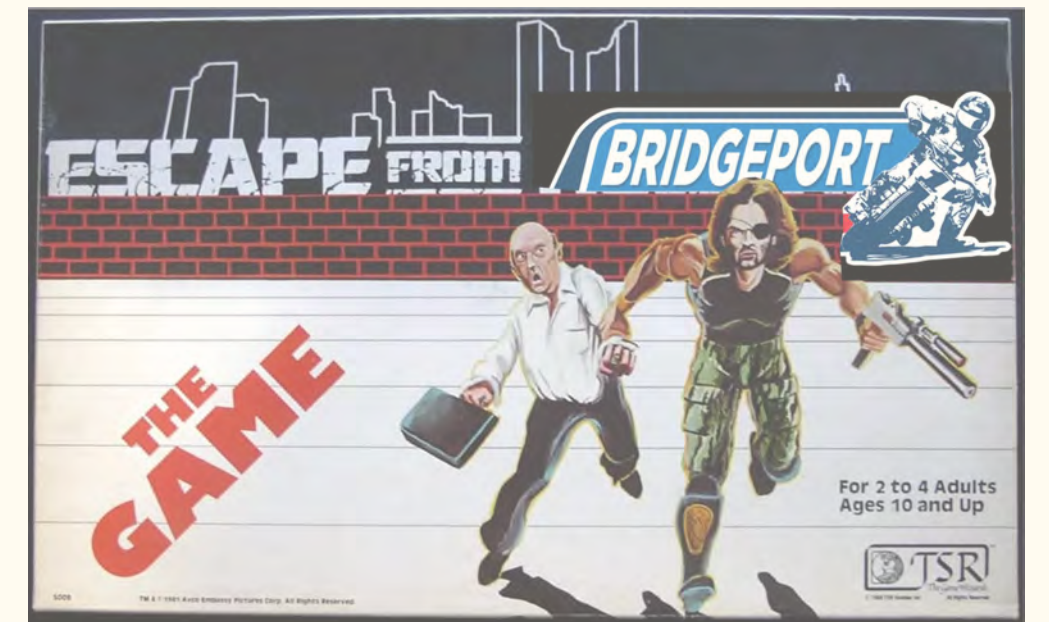
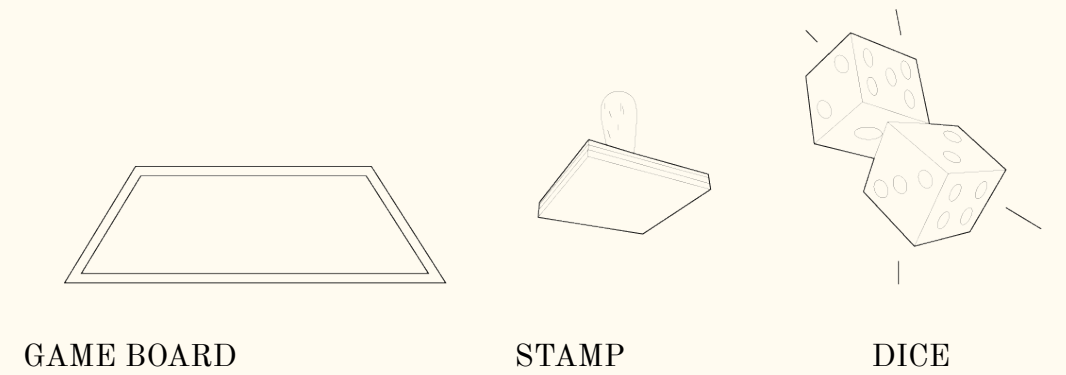
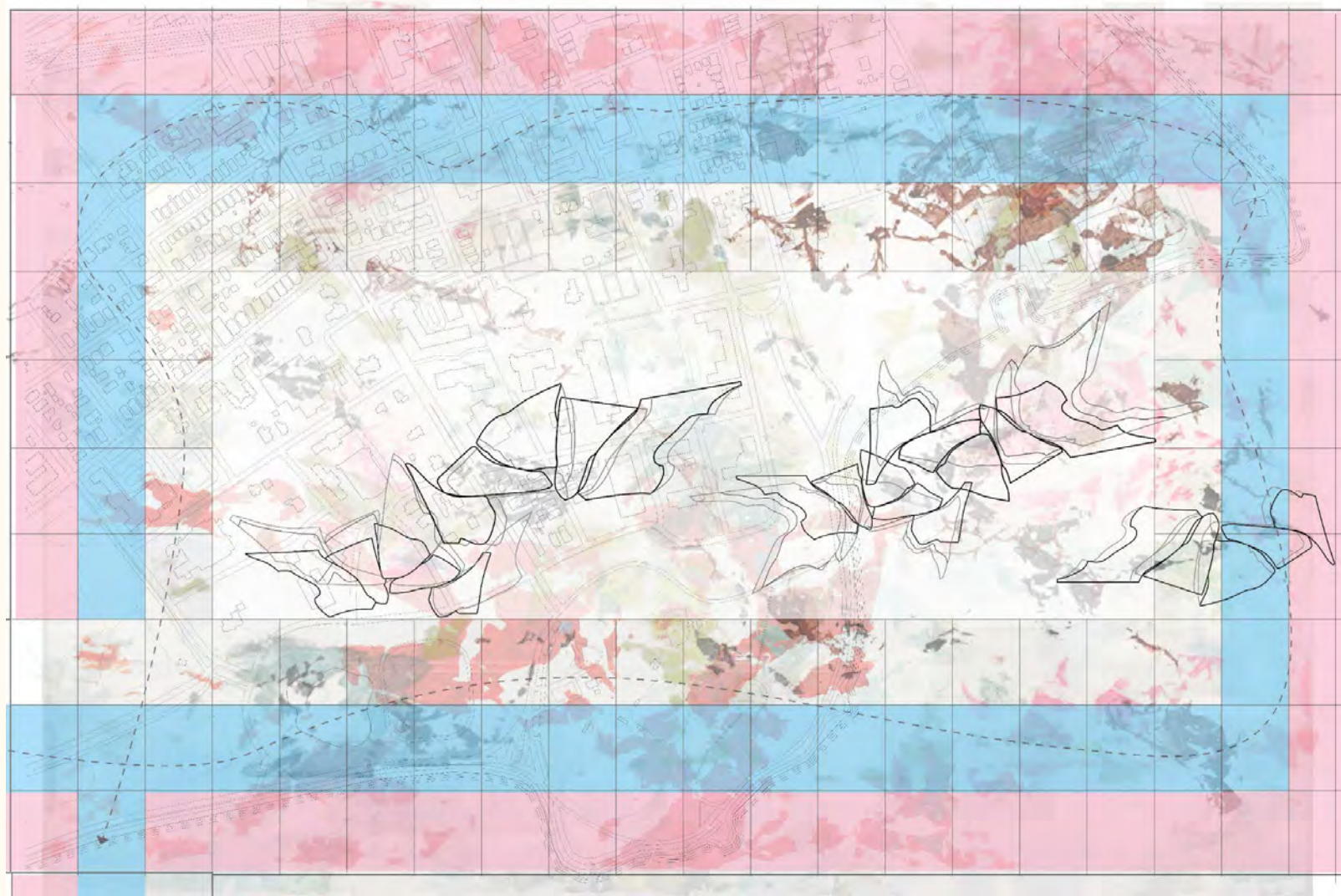


Experiment 2: Mapping uncertainty, fragmentation and projection

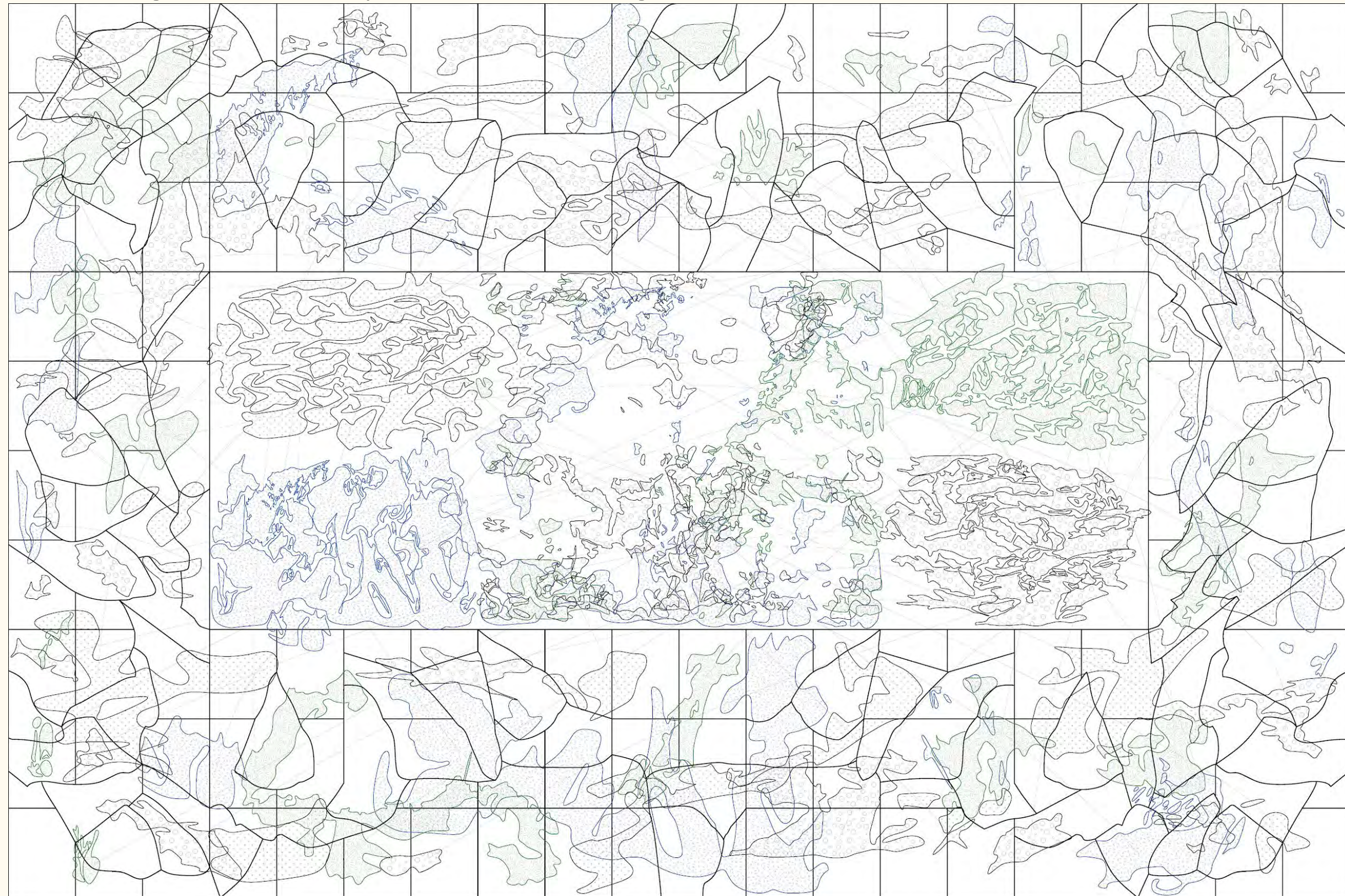


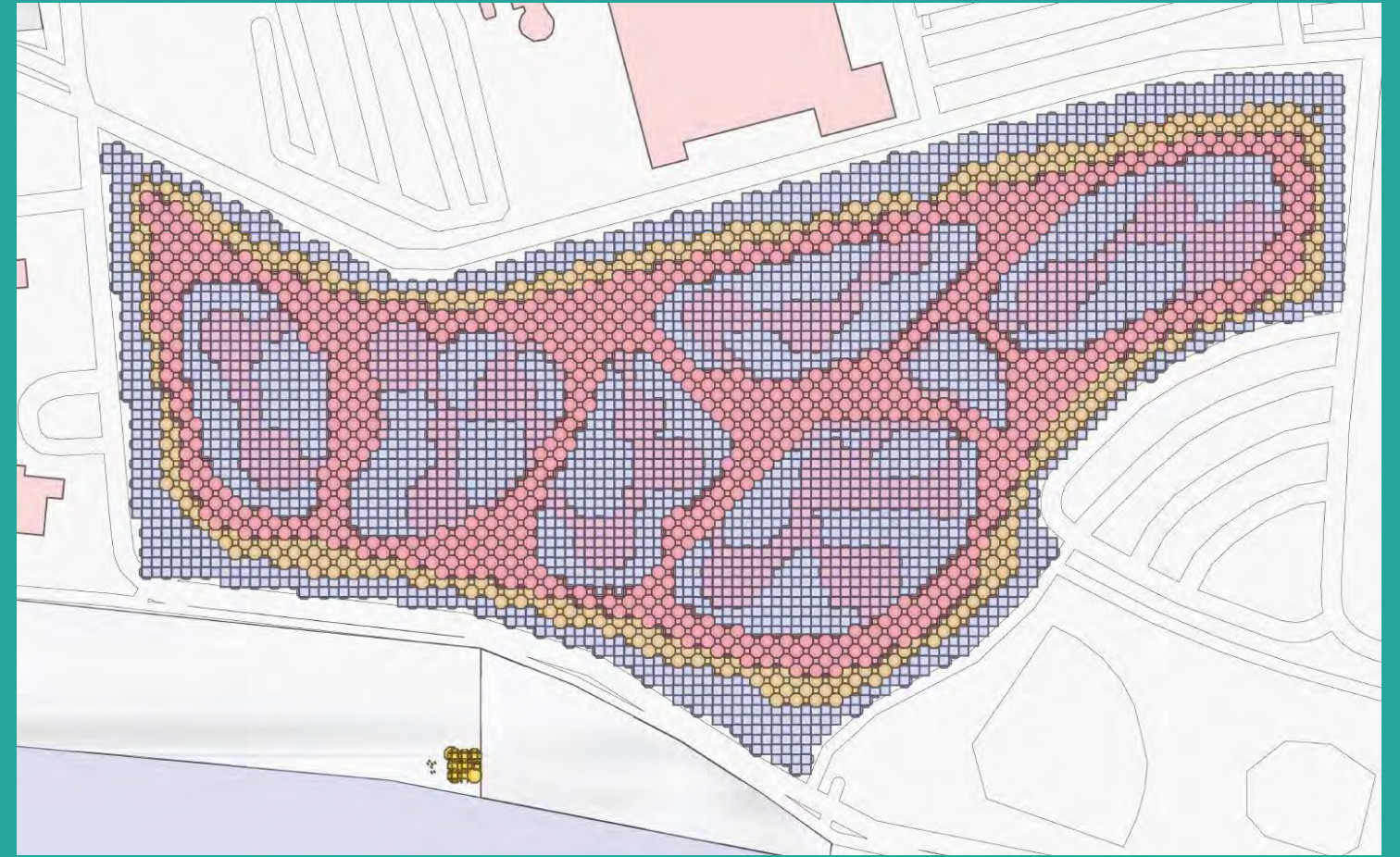
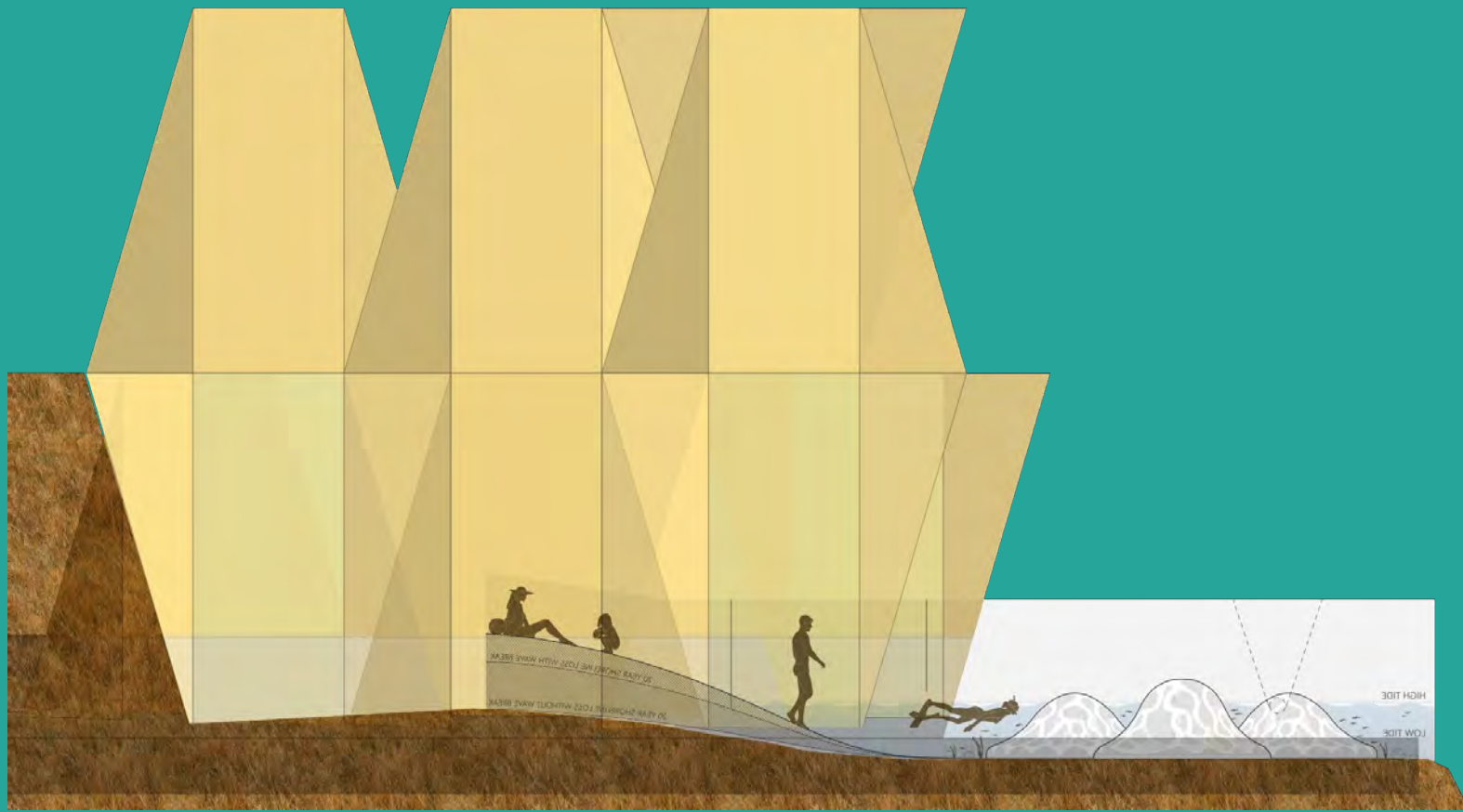
Experiment 3: Mapping uncertainty, The Board Game!

Version 1



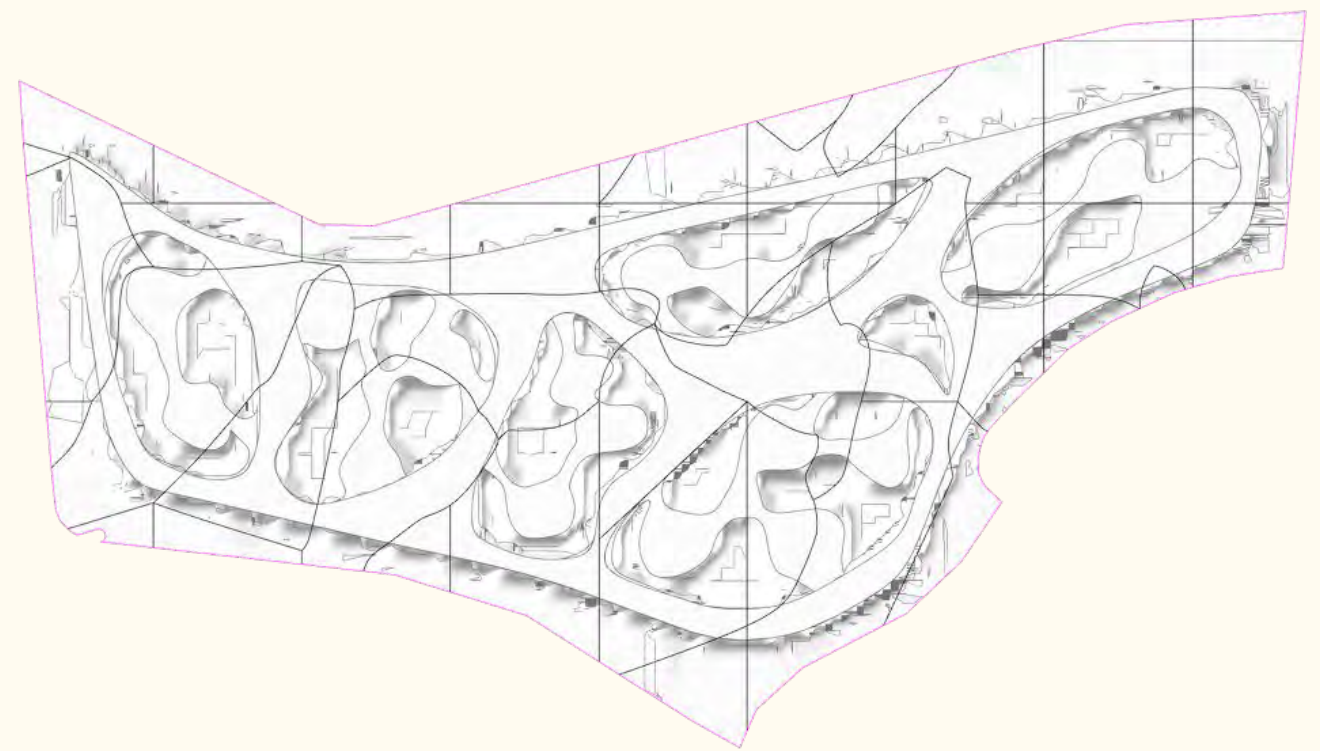
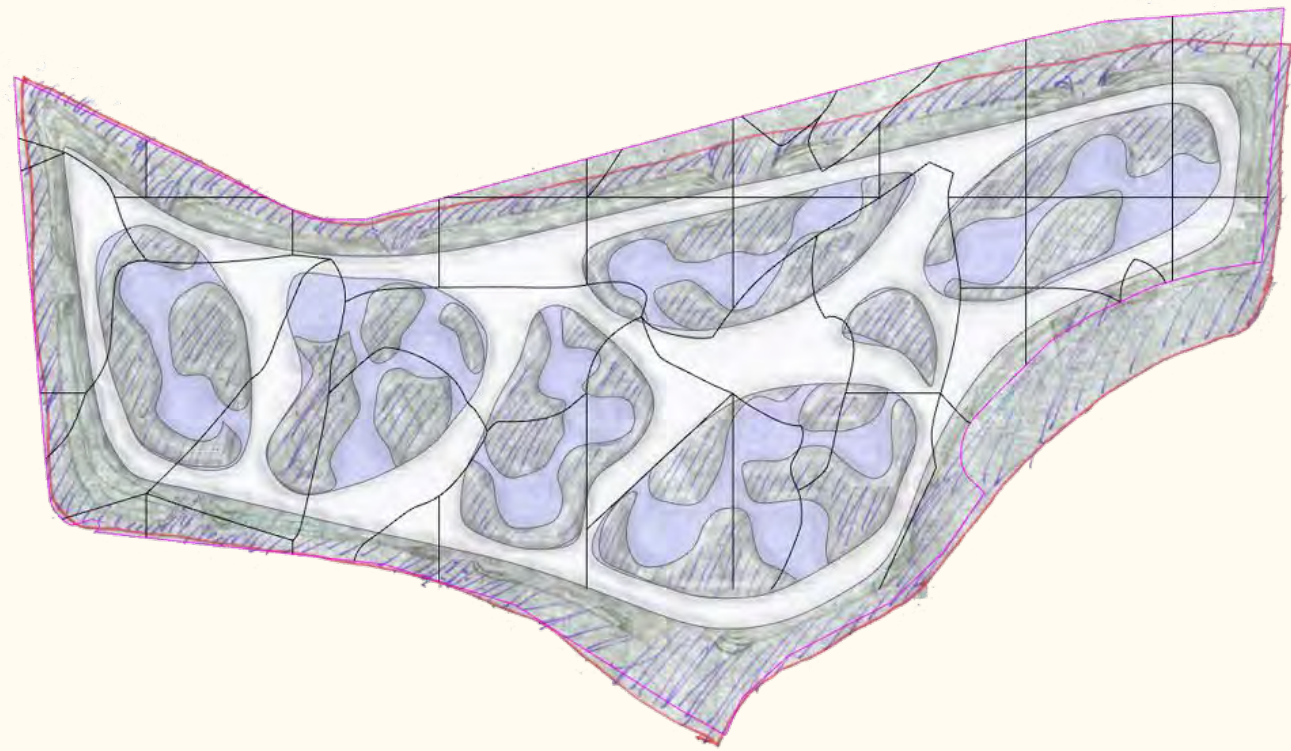
Mapping Uncertainty: Final Drawing

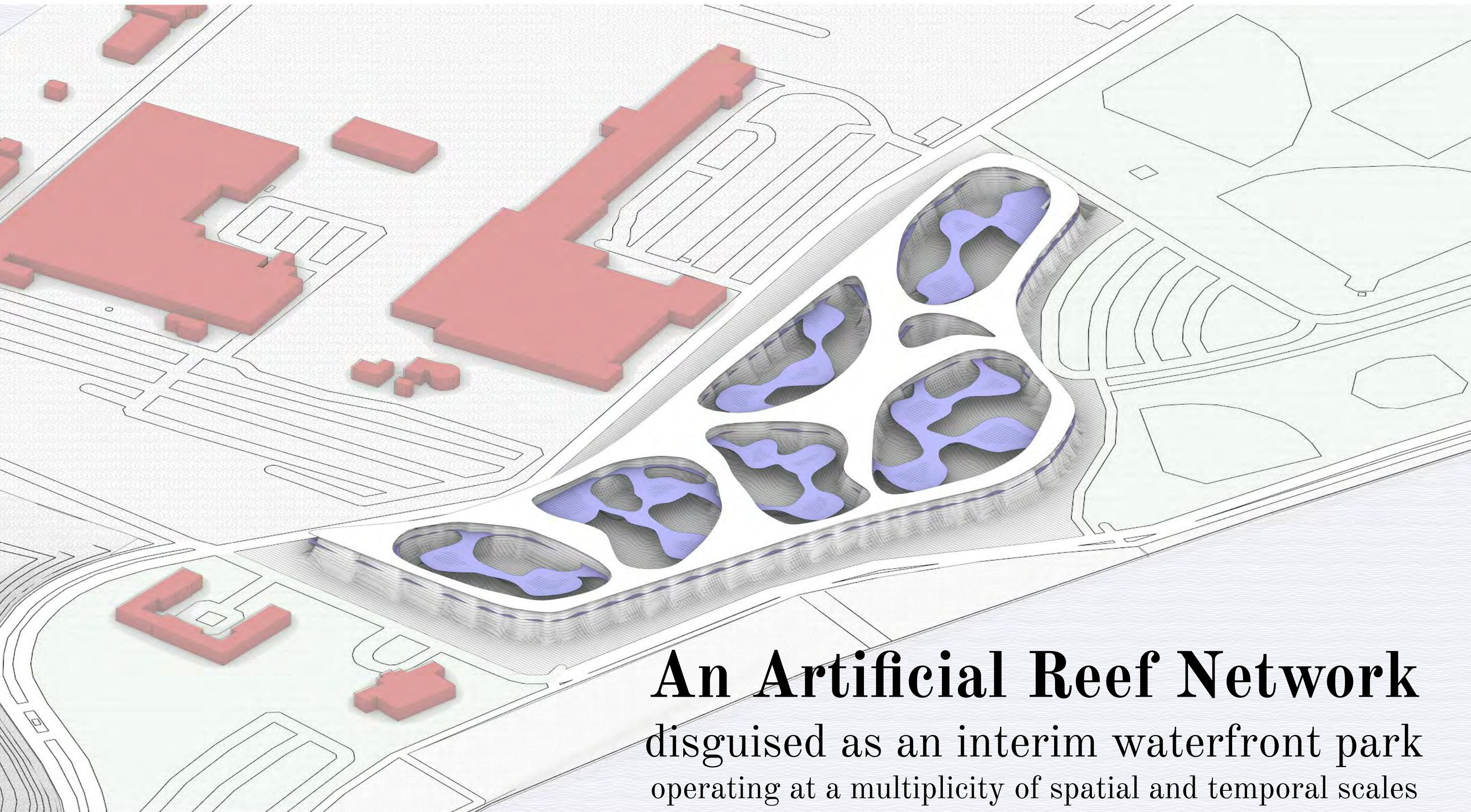




(an island or a village)

Part 2: Design Proposal





An Artificial Reef Network
disguised as an interim waterfront park
operating at a multiplicity of spatial and temporal scales

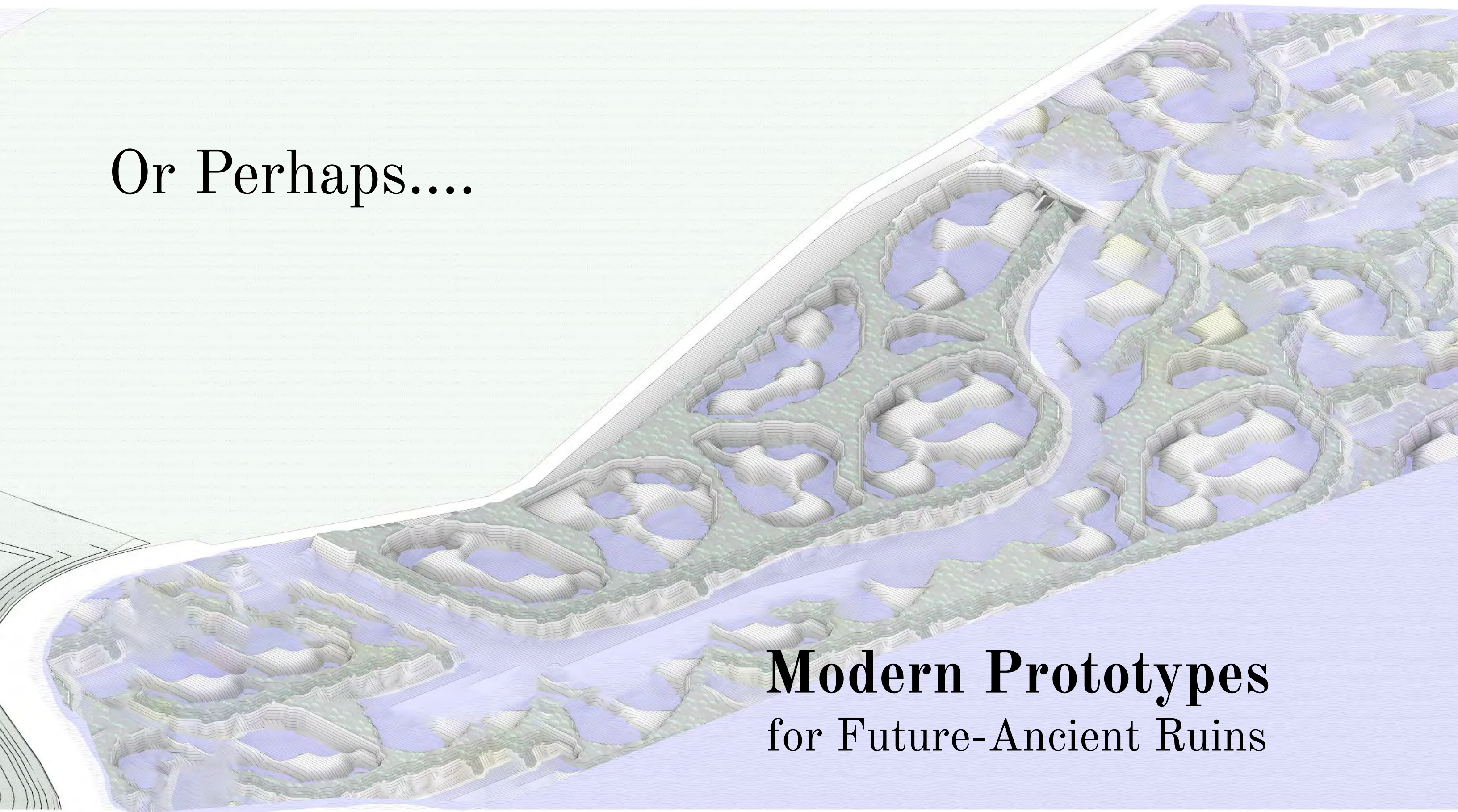
Or Perhaps....



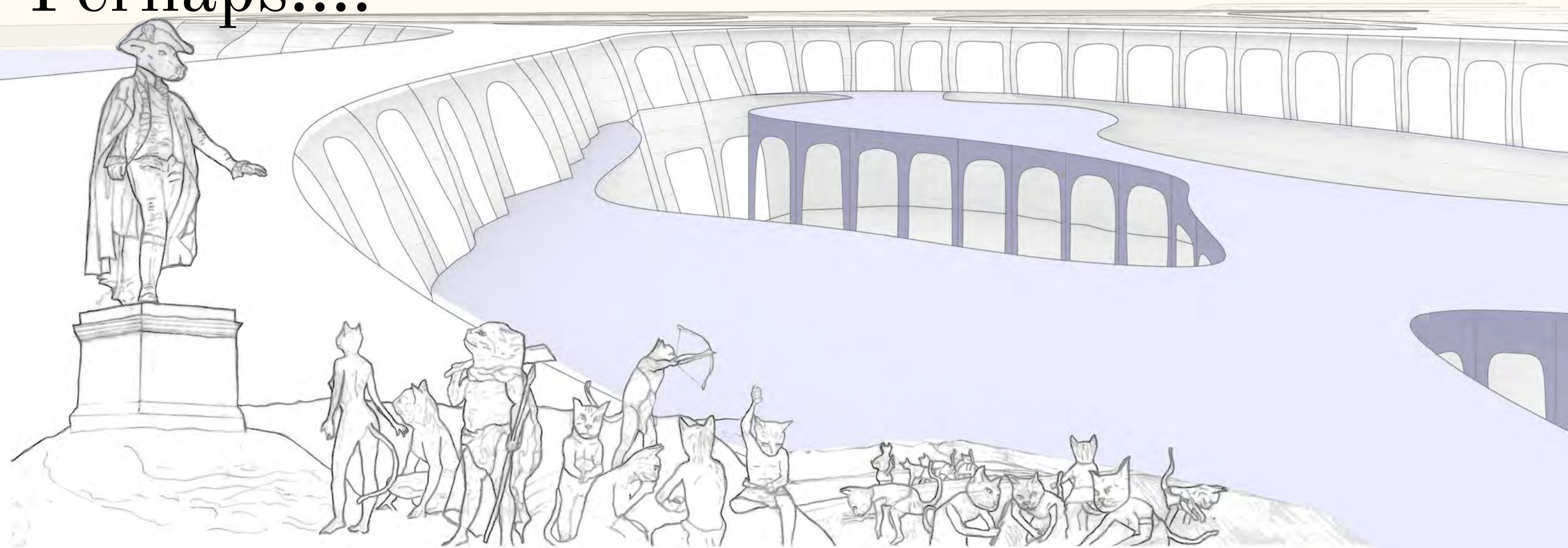
Modern Prototypes
for Future-Ancient Ruins

Or Perhaps....

Modern Prototypes
for Future-Ancient Ruins

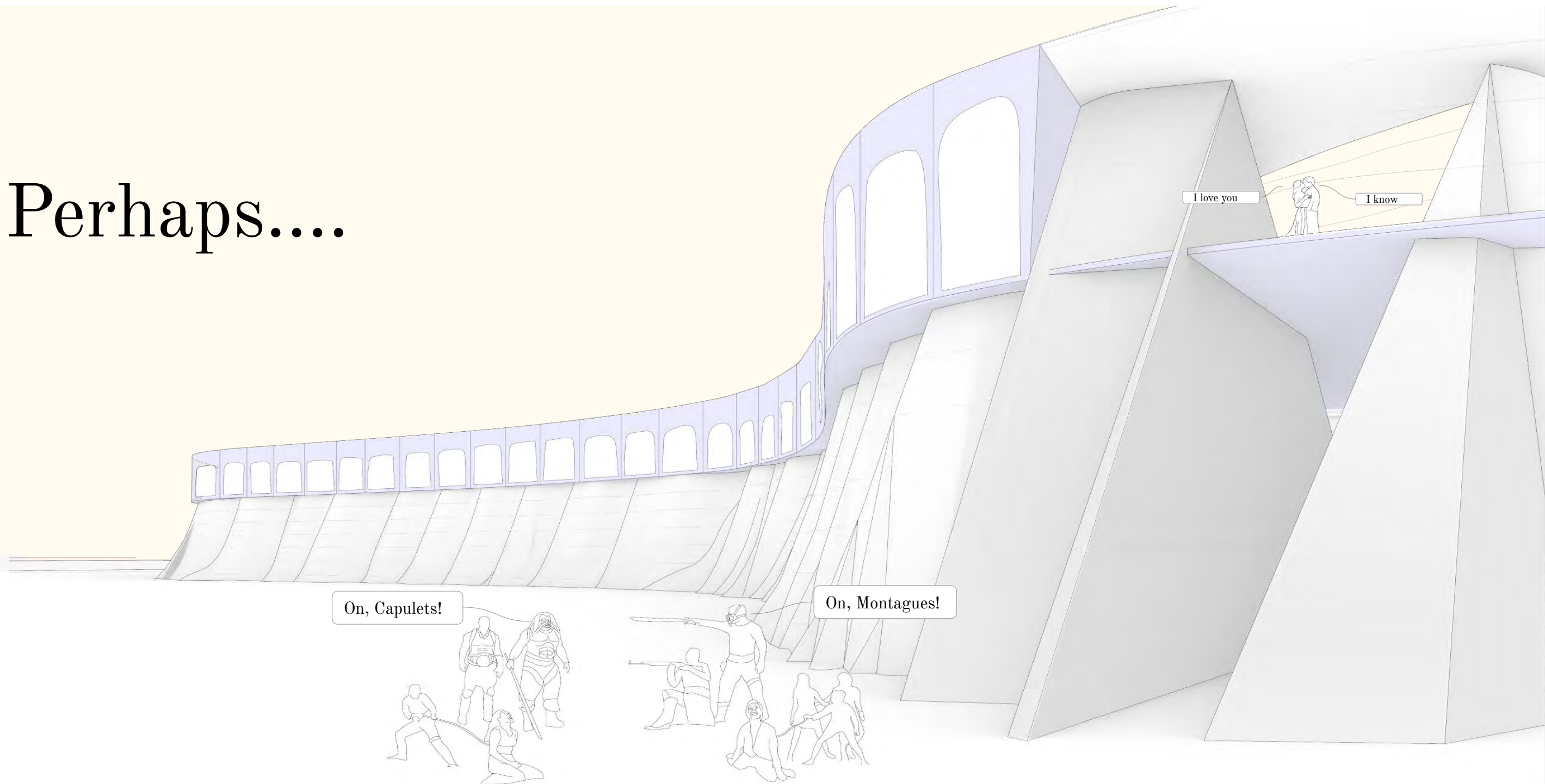


Or Perhaps....



Transitional Affordable-Housing
Developments for Inter-Civilizational Refugees.

Or Perhaps....

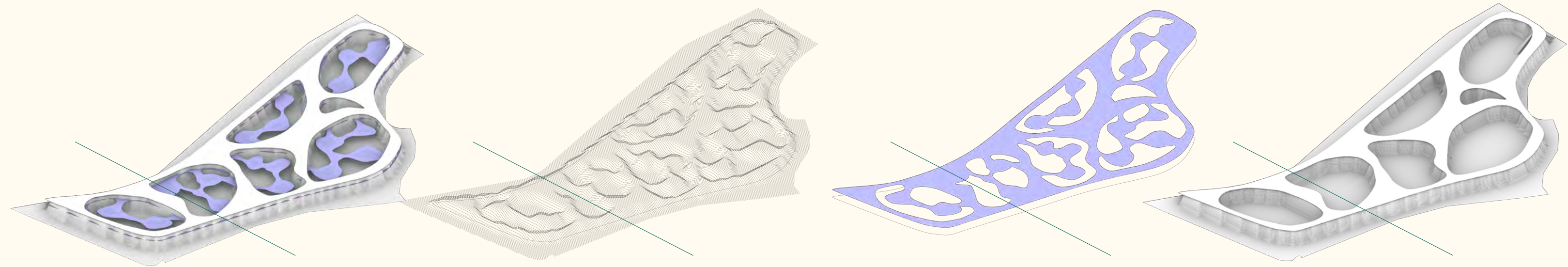


Formal Staging and Set Design for

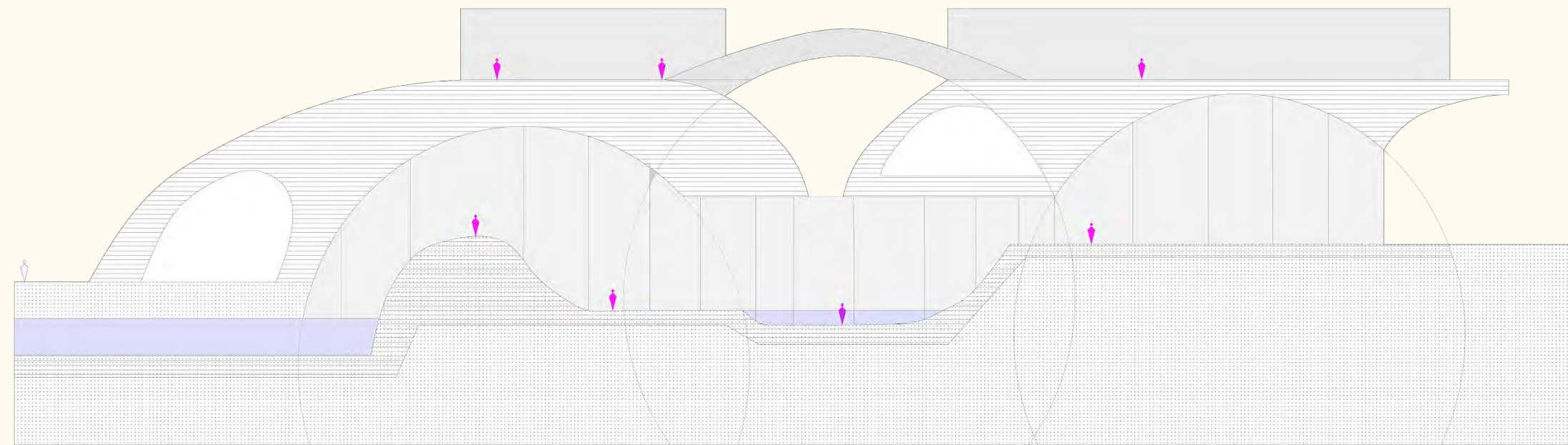
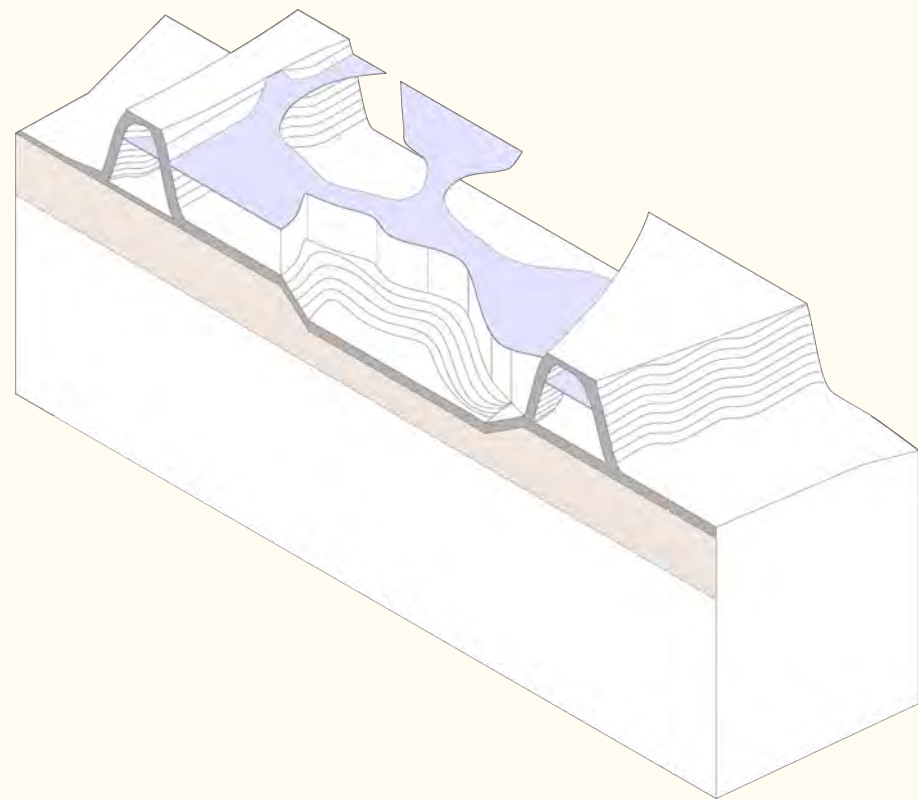
A Neo-Shakespearean Cave-Man Rock-Opera

to be performed in the year 23,000 PCE. (Mad Max meets West-Side Story?)

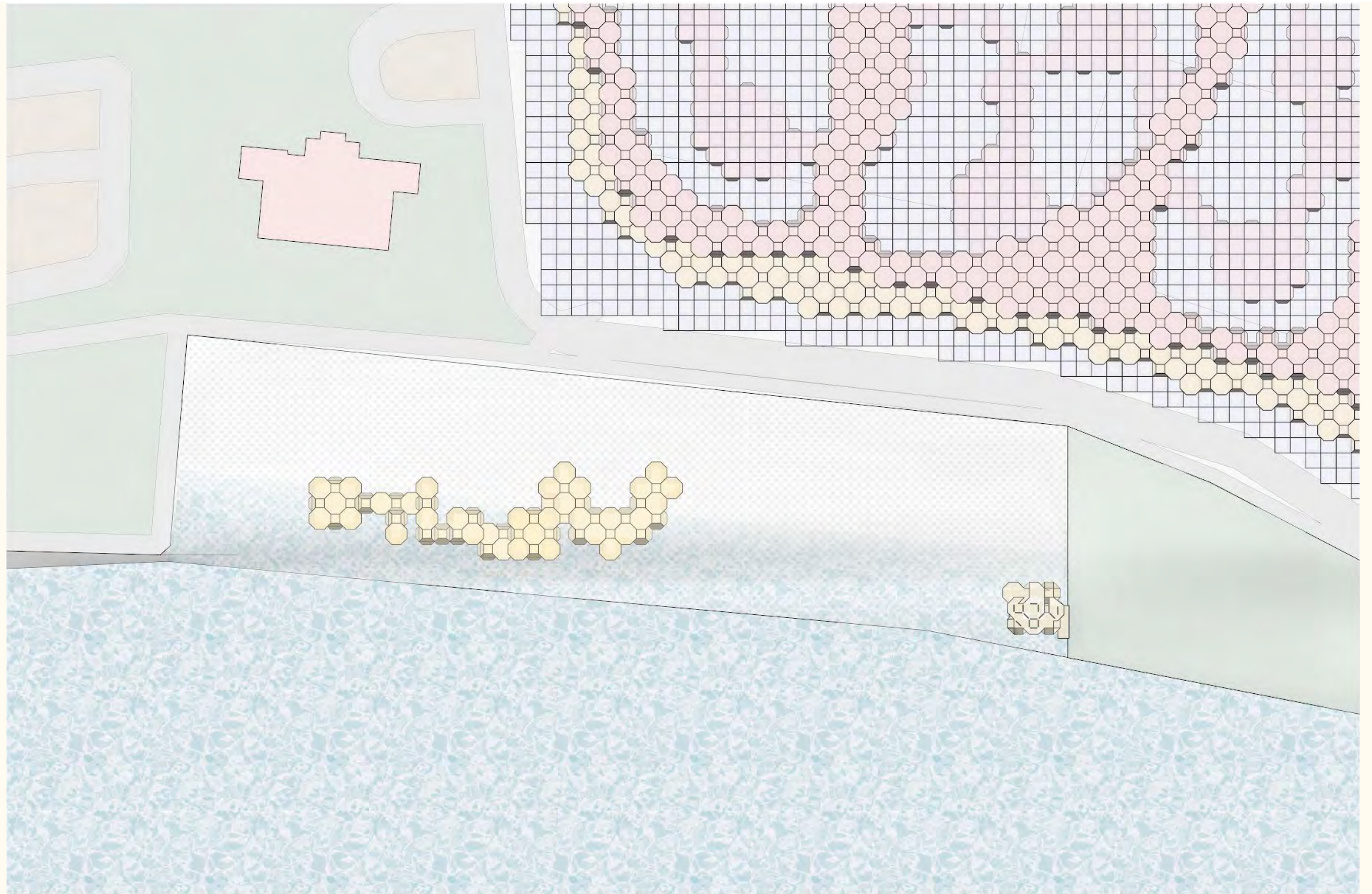
A “Village” of Spatial Relationships

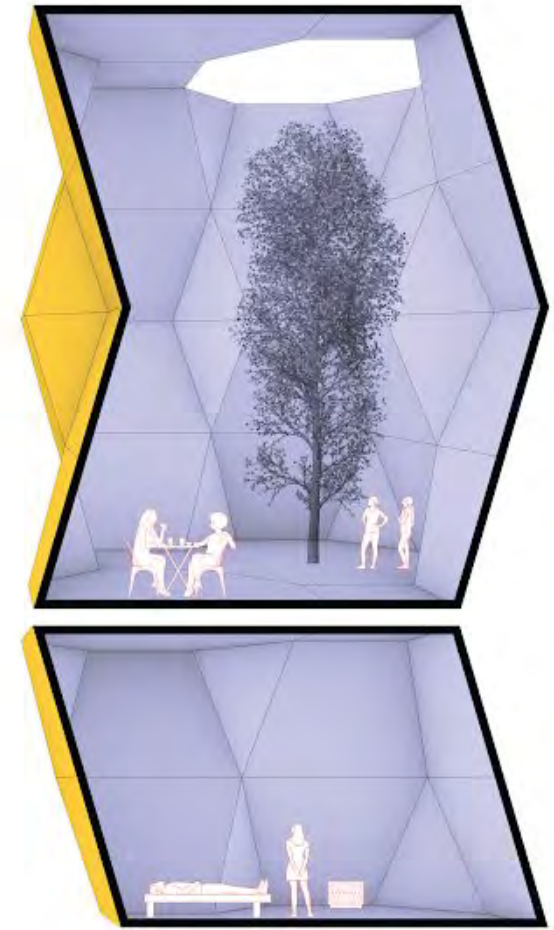
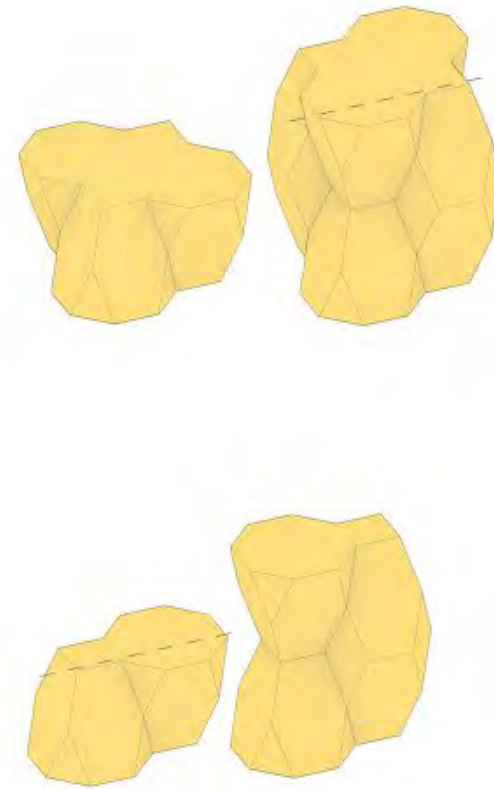
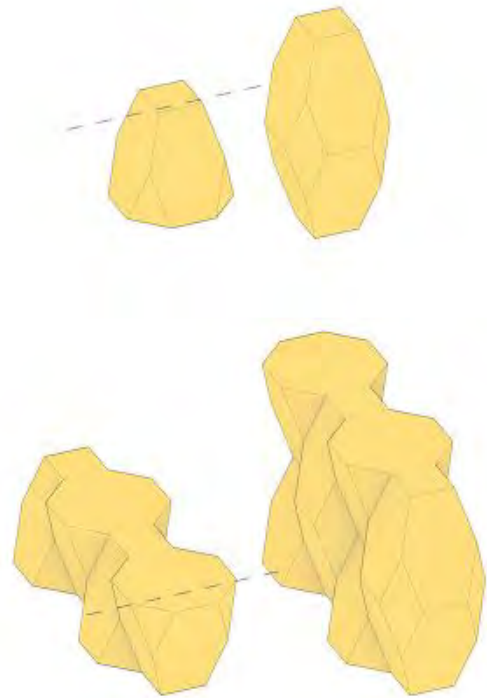
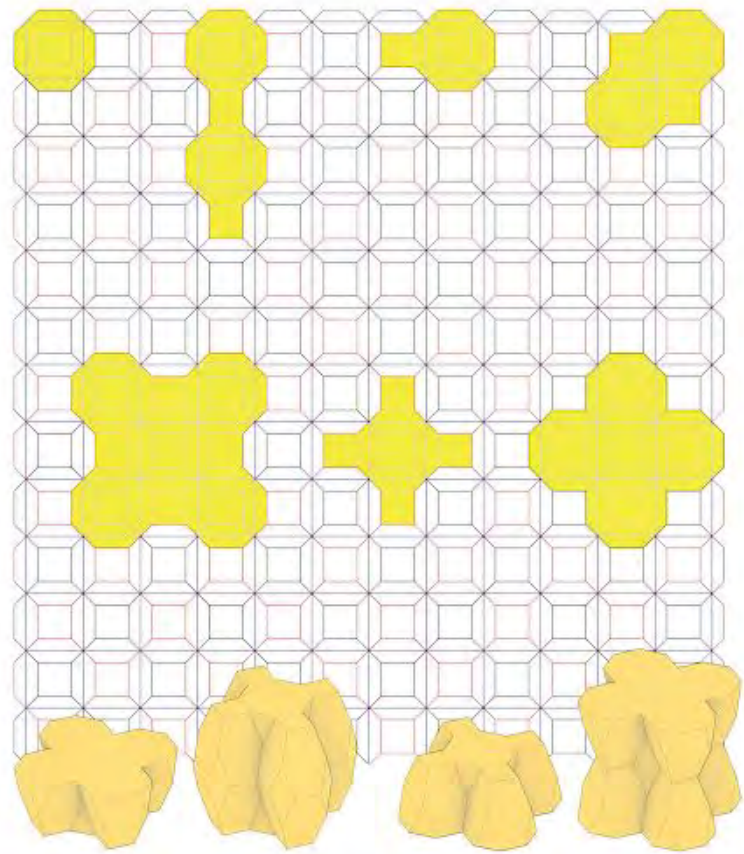


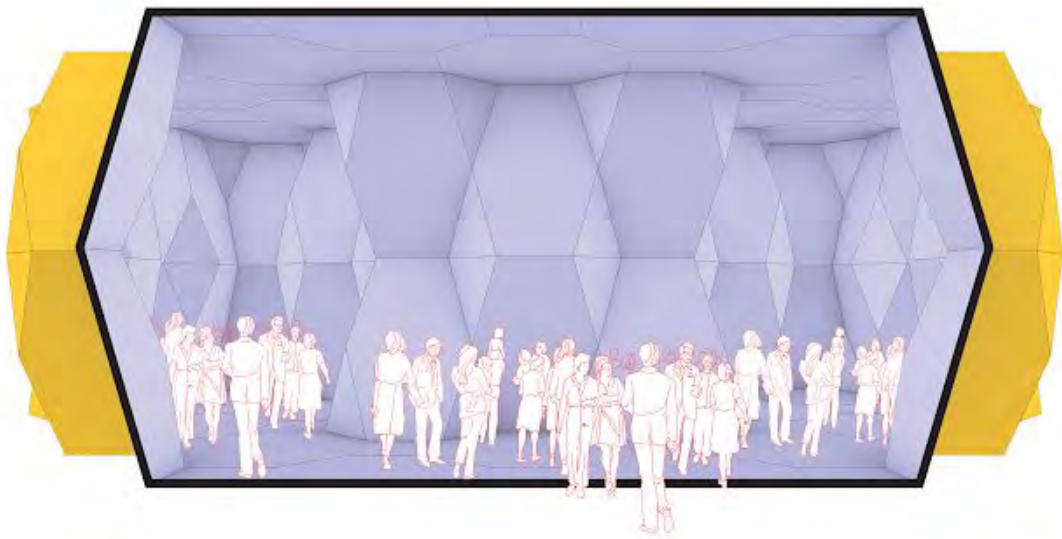
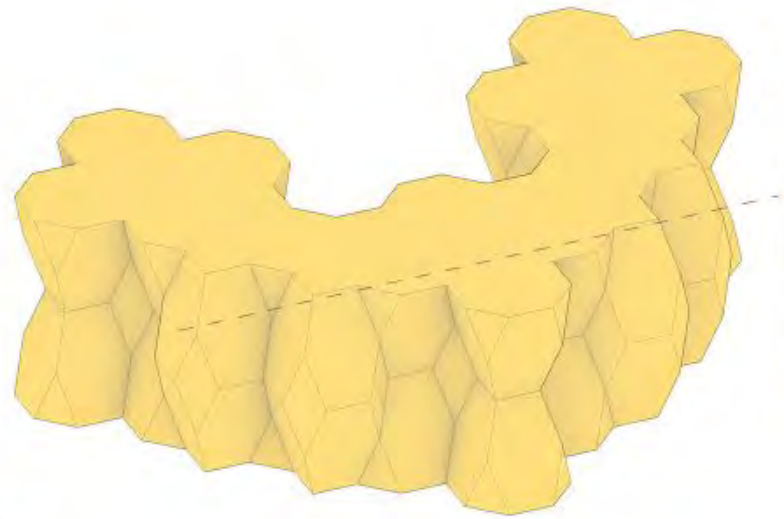
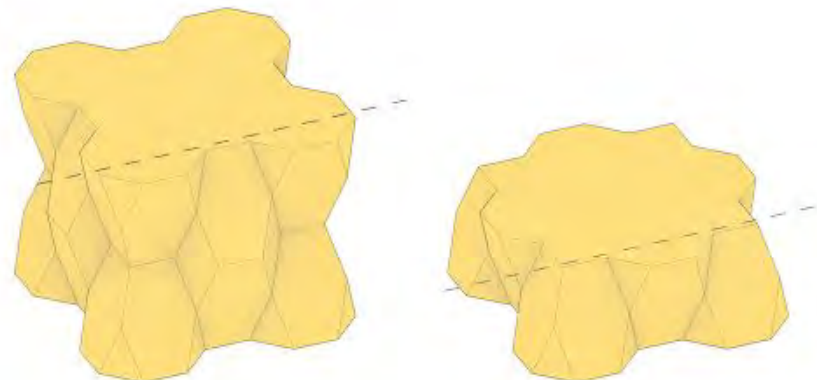
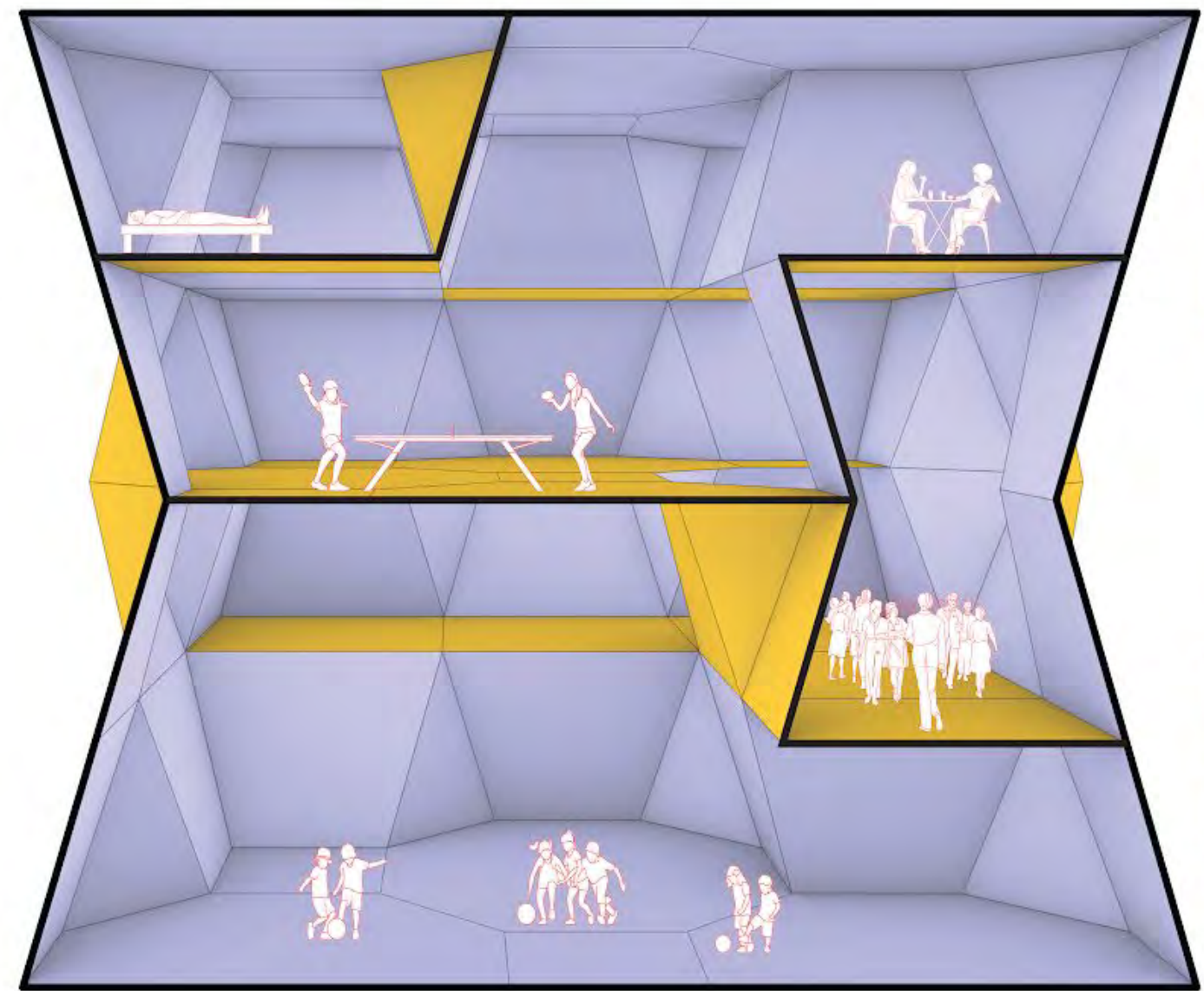
The program is a place for light, darkness, seen, unseen, layered, exposed, sheltered, windswept, solitude, communal, stillness, movement, pooling, flowing, hot, cold, barren, lush, wetness, dryness. For humans, being. For nature, flourishing.

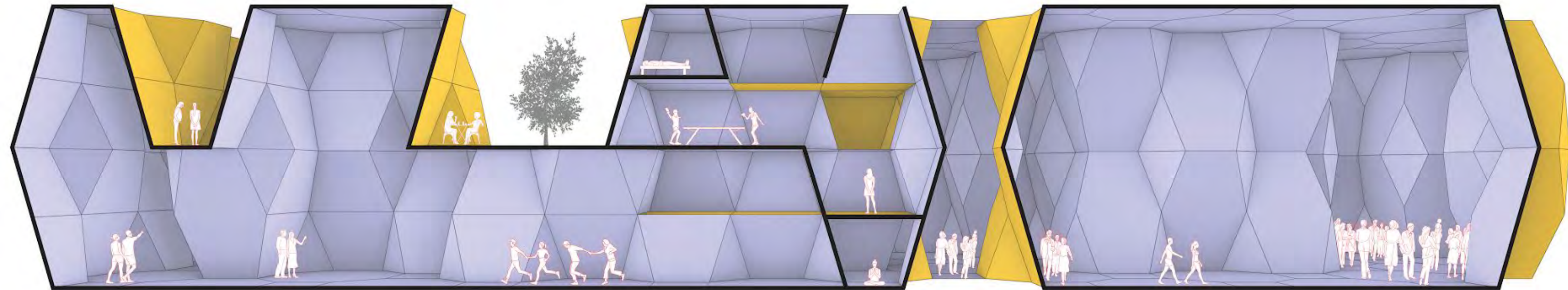


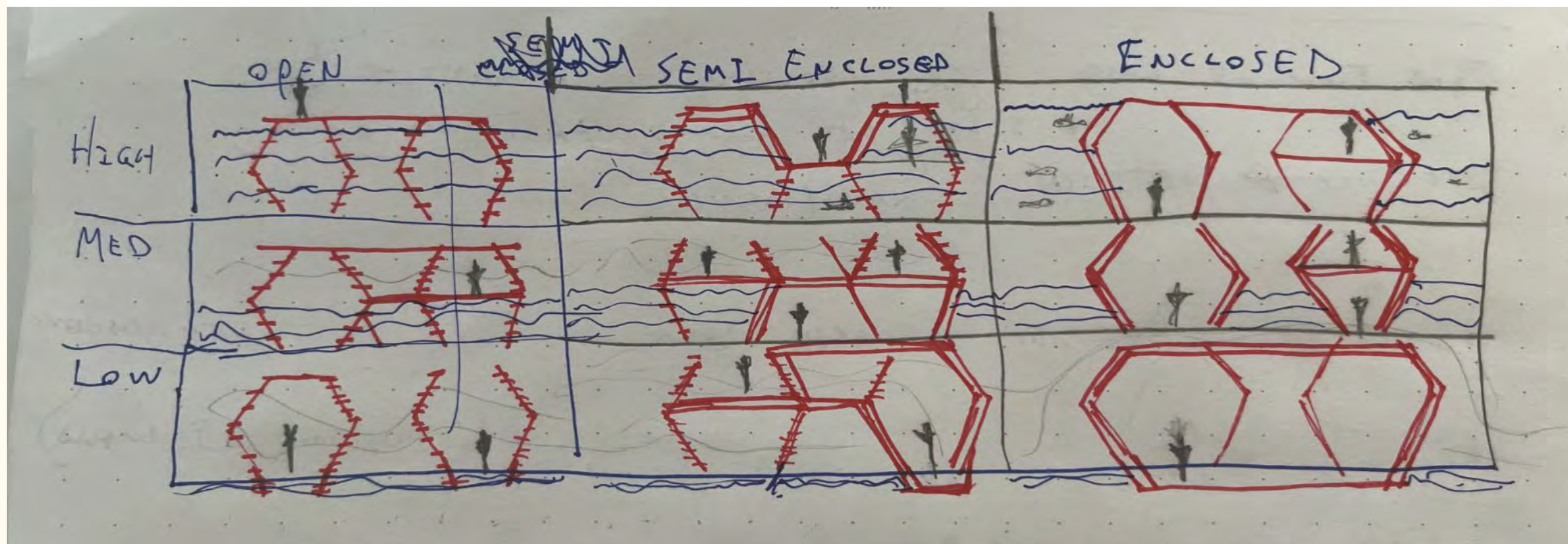
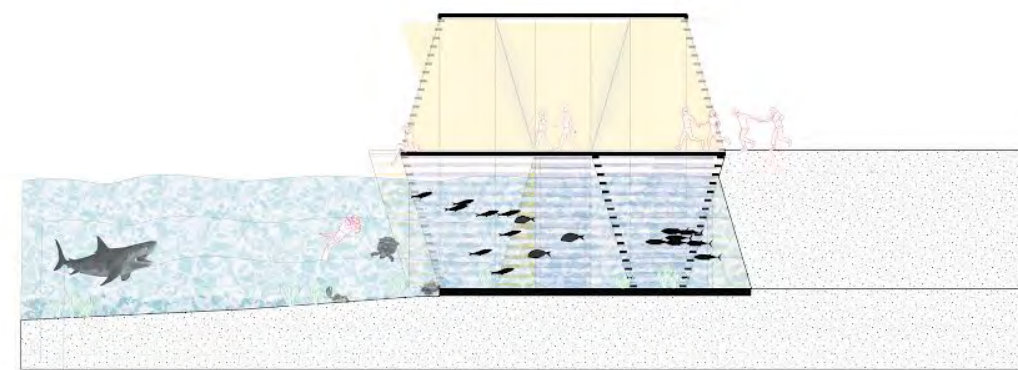
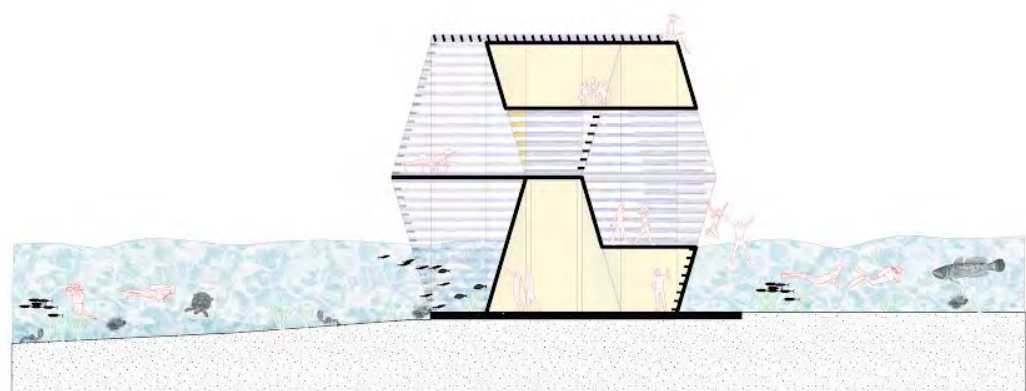
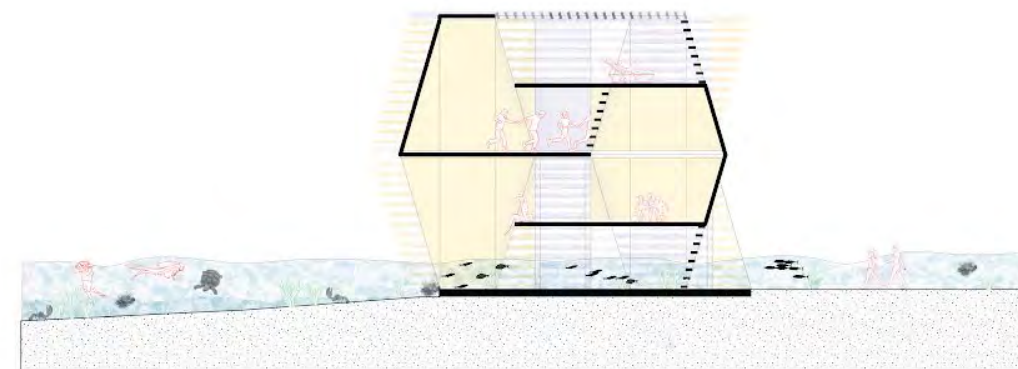
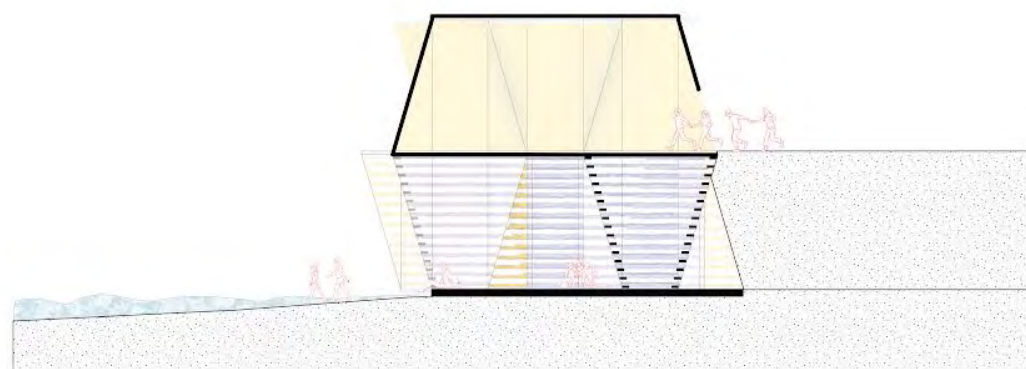


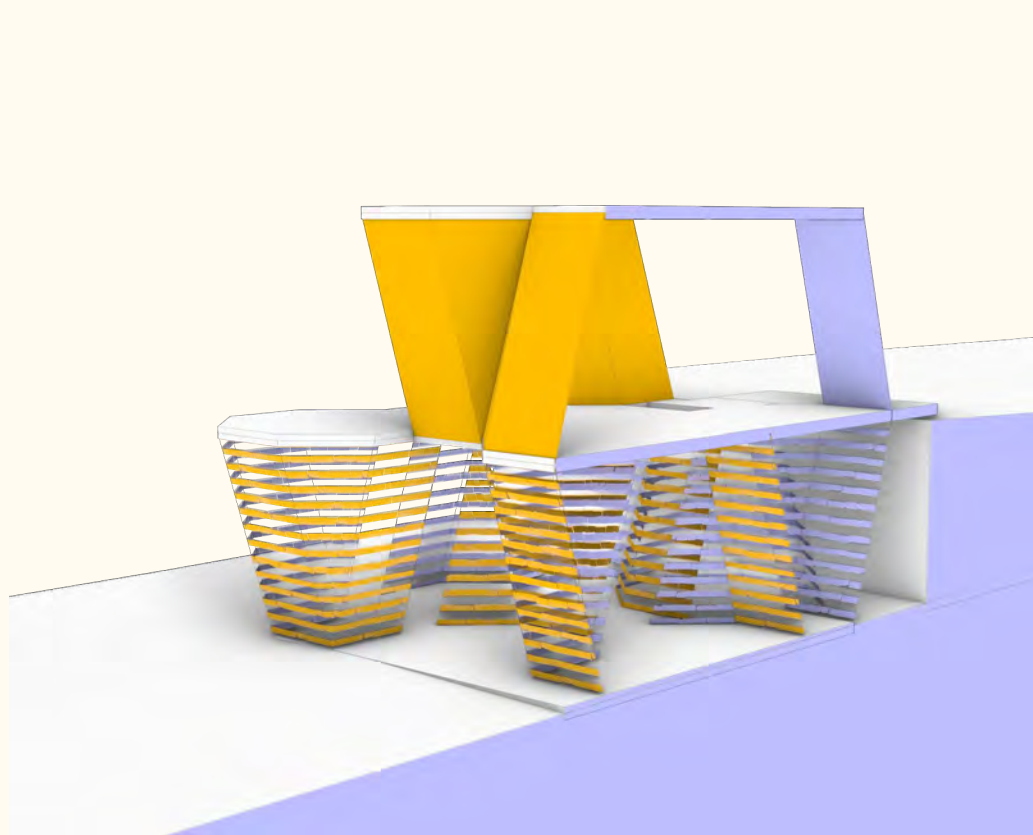
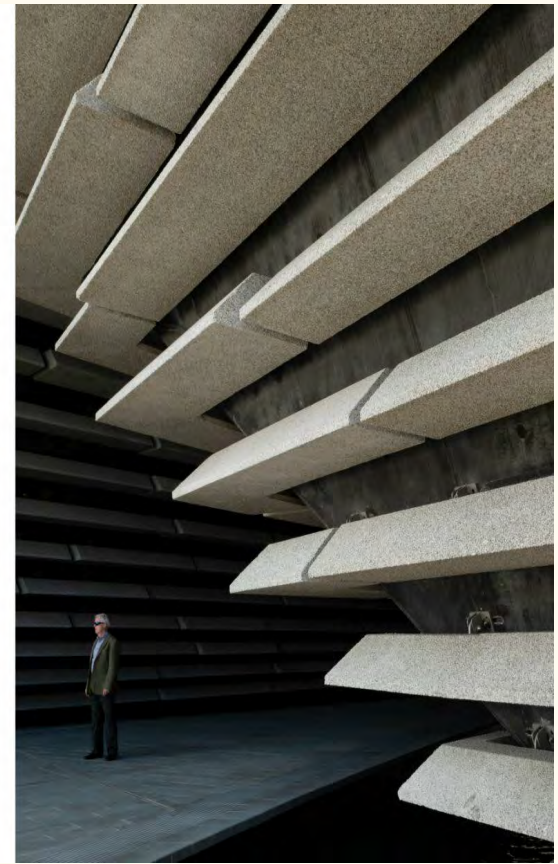
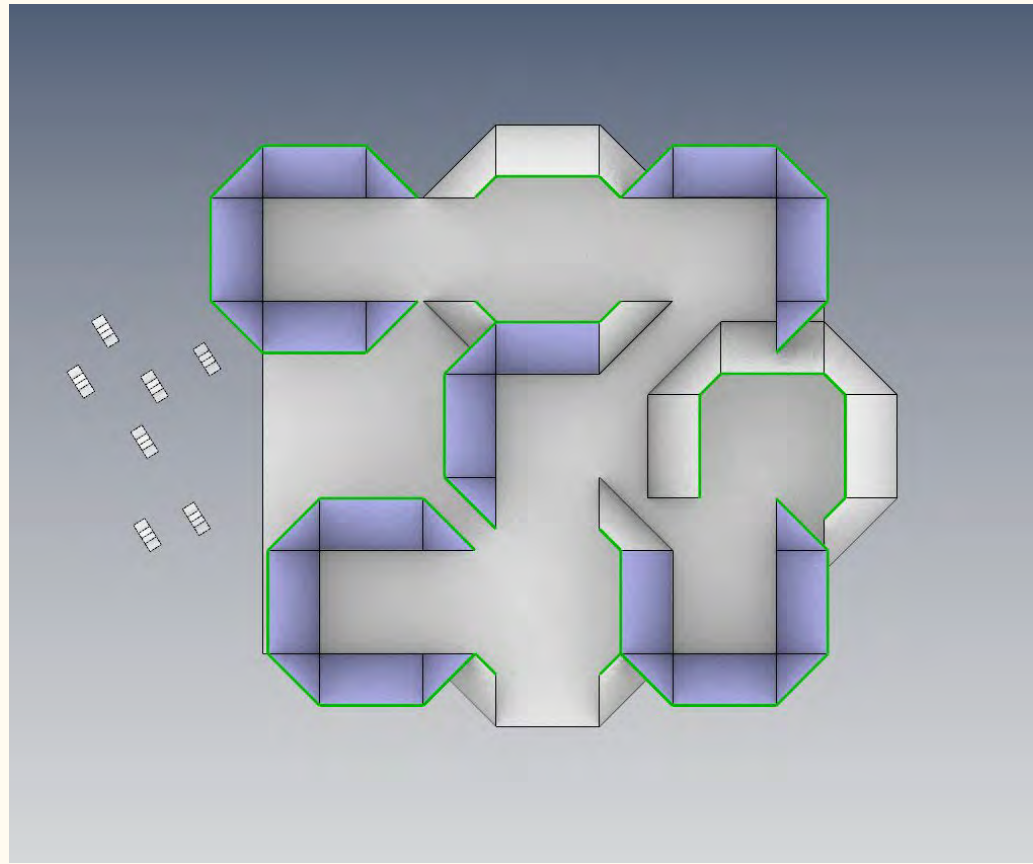


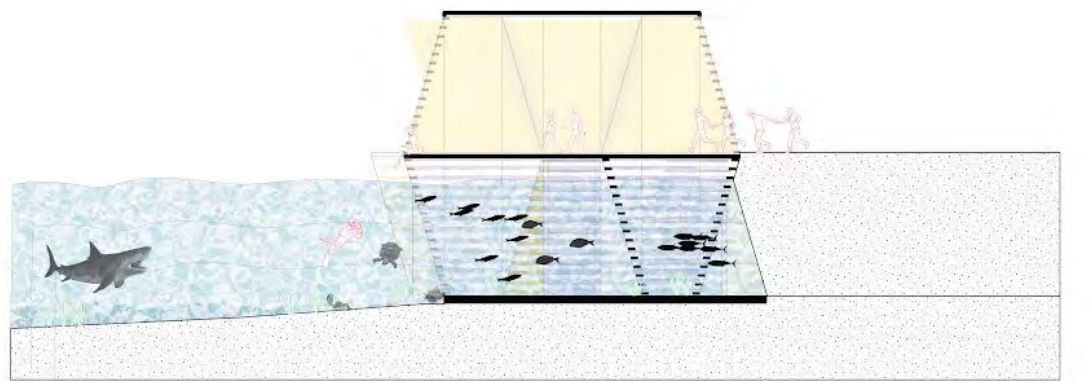
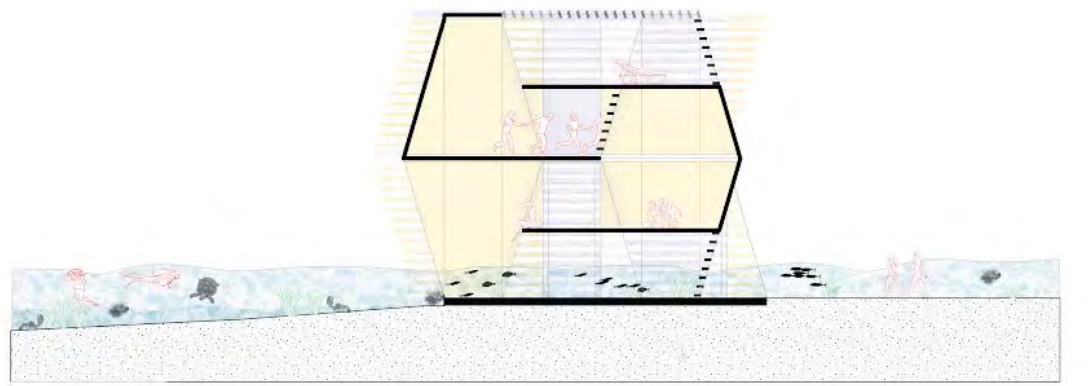
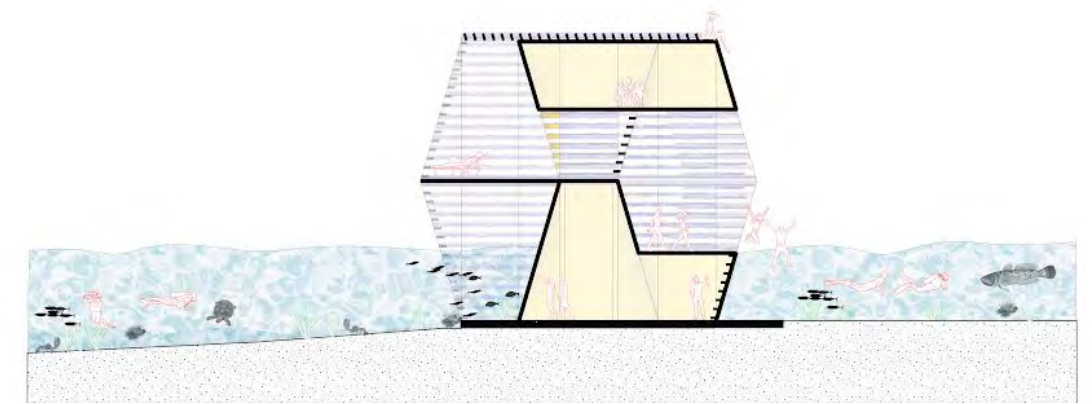
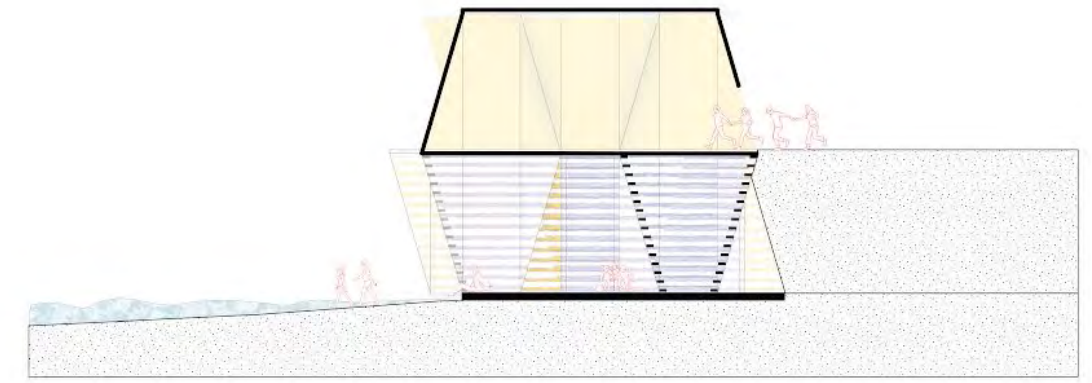
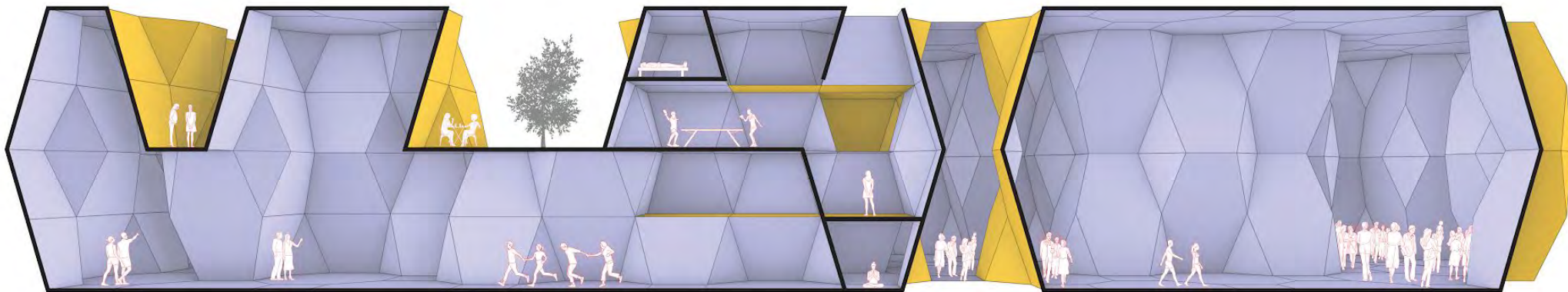
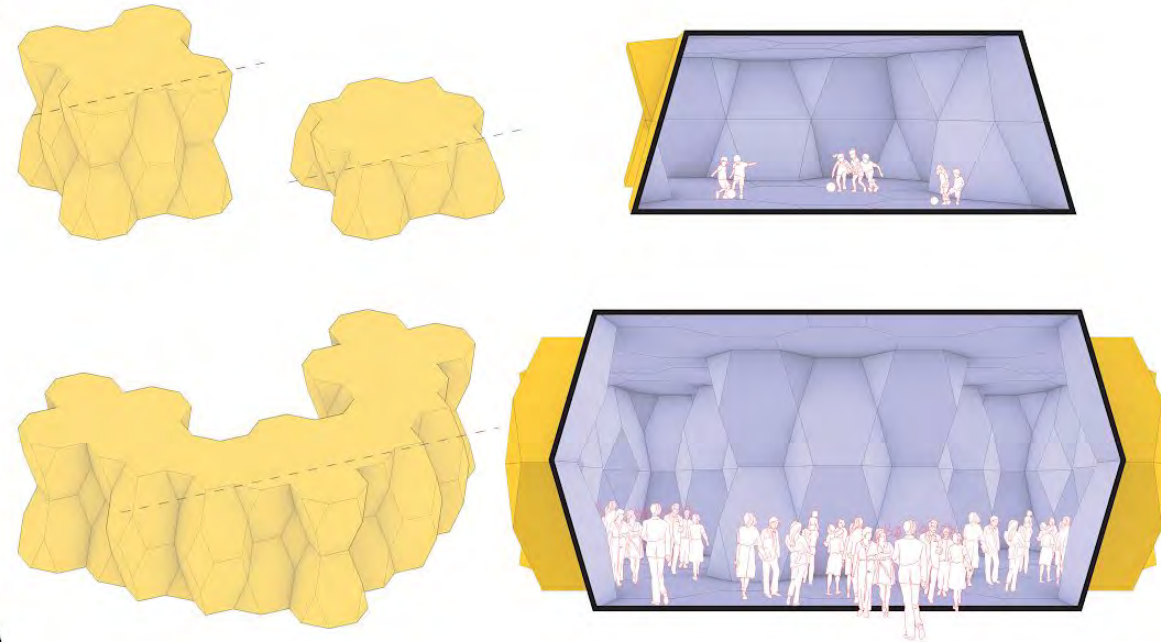
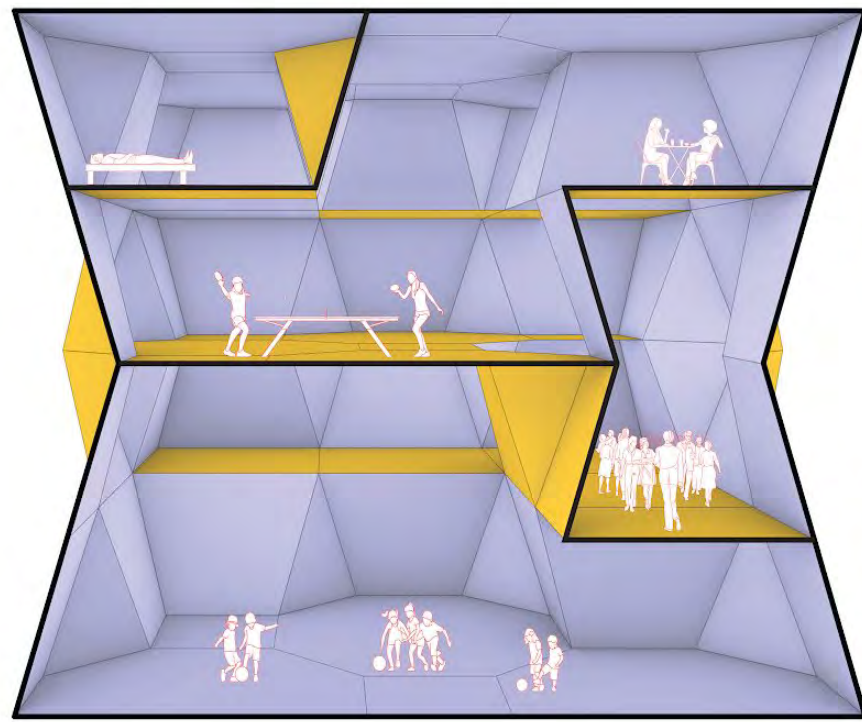
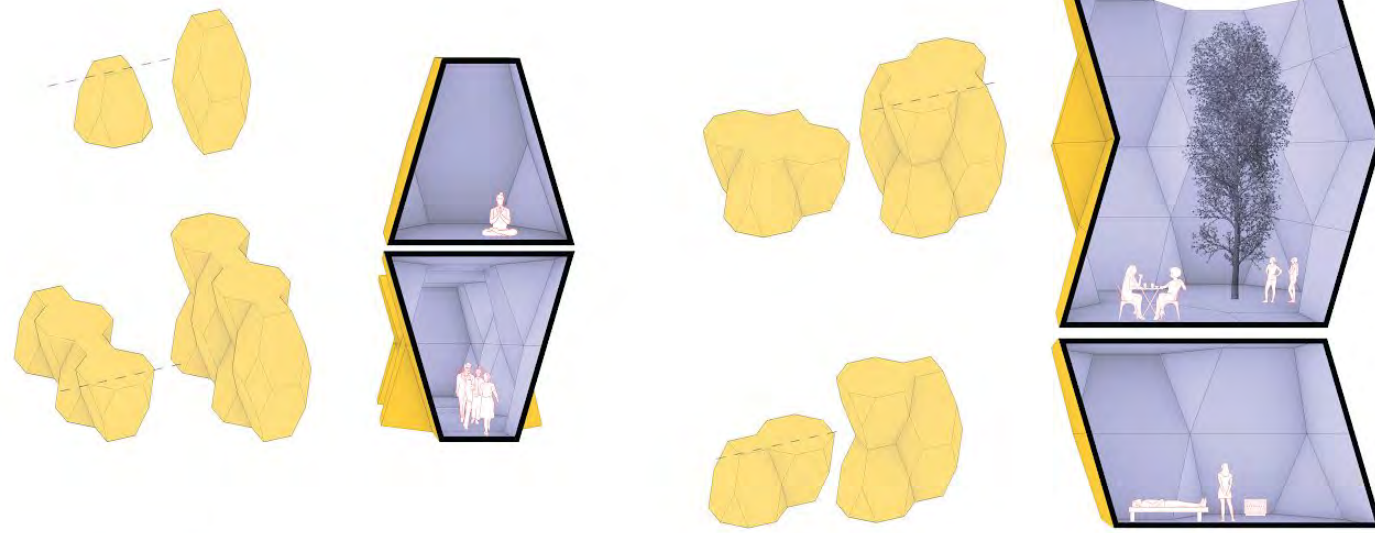
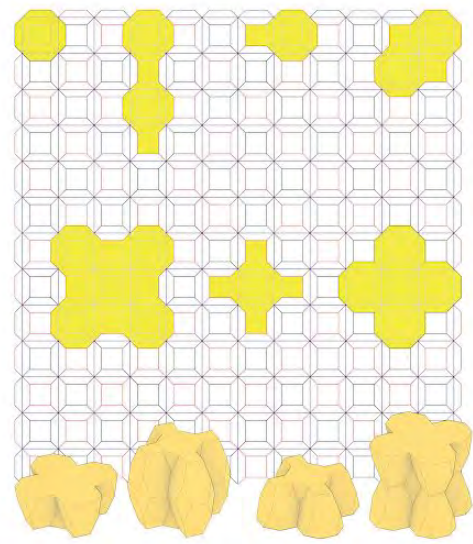




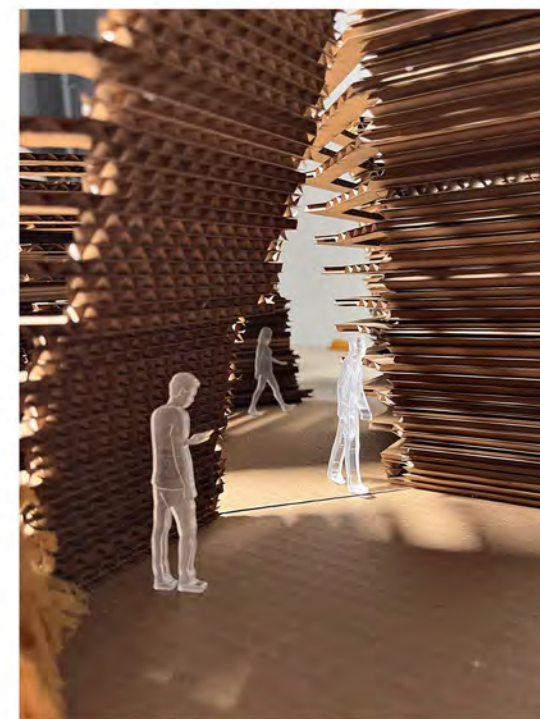
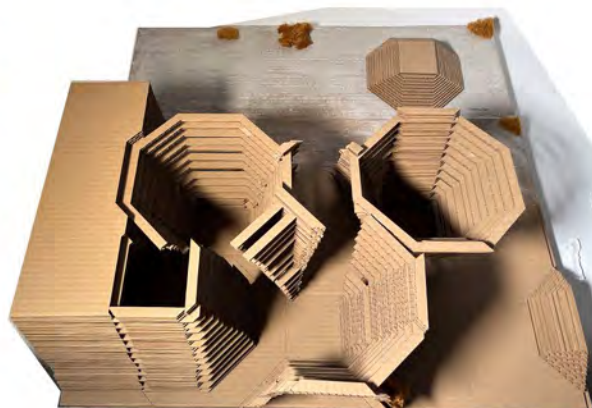








Designing for an Uncertain Future (Modern Prototypes for Future-Ancient Ruins)





*“Yes, the planet got destroyed.
But for a beautiful moment in time we
created a lot of value for shareholders.”*

Enrique A. Bejarano

Adv IV Studio Midterm Presentation - Rachely Rotem - Spring 2023

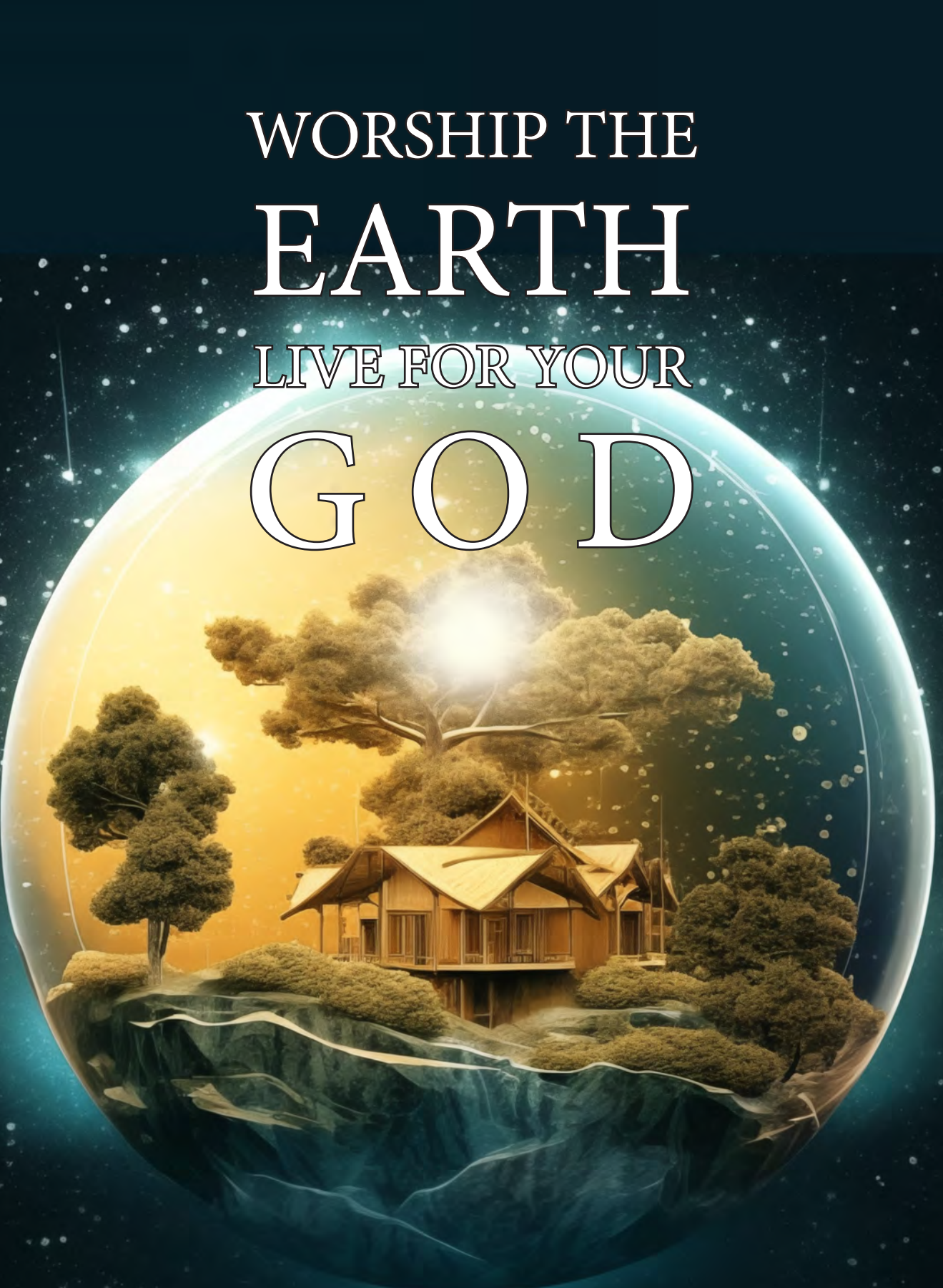
COLUMBIA
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La Nueva Revolución

COLUMBIA
GSAPP

Enrique Andres Bejarano
Advanced V Studio - David Benjamin - Fall 2023



WORSHIP THE
EARTH
LIVE FOR YOUR
GOD

Title: La Nueva Revolución (The New Revolution)

Site: Vieques, Puerto Rico, 2050


Program: A self-sustaining, carbon-negative community and movement with the scale and concentration of an industrial revolution required to achieve climate survival.

Carbon-negative material: Bamboo, Oyster, Seaweed Systems (B.O.S.S.)

Approach to AI: Coercive, Collaborative, Generative, Provocative.

Foreward:

Through the narrative of the fictional city of Revolución, the project aims to connect on a human and emotional level in order to create a mythology that frames our relationship to technology and resources; in the same way that indigenous cultures use mythology, to preserve and pass down Traditional (or Technological) Ecological Knowledge that teaches us to live in balance with the Earth and evoke spiritually guided innovation. Using three closed-loop material ecologies of Bamboo, Oyster, and Seaweed systems, B.O.S.S. can be fabricated to perform the function of virtually any building material. The Future is Symbiotic: B.O.S.S. farming is lucrative, and dwelling units come with fully automated sub-basement floors requiring minimal maintenance to grow and harvest B.O.S.S. while simultaneously generating food, clean water, and electricity.



Jorge watched the coastline
approaching as the waves gently
rocked his napping daughter.



The ferry ride from Cíeba, on the main island of Puerto Rico, to Vieques was only 30 minutes, with another 10 minutes to his stop in Revolución...

...but it felt like he had been traveling his whole life to get there.





He was only 14 when he left San Juan to live with his mom in Washington Heights in 2020. The family thought it would be better if Jorge finished High School in New York and learn English well so he could have a better life.



“They have everything in New York,” his dad told him before leaving.

“There is no future for you here.”

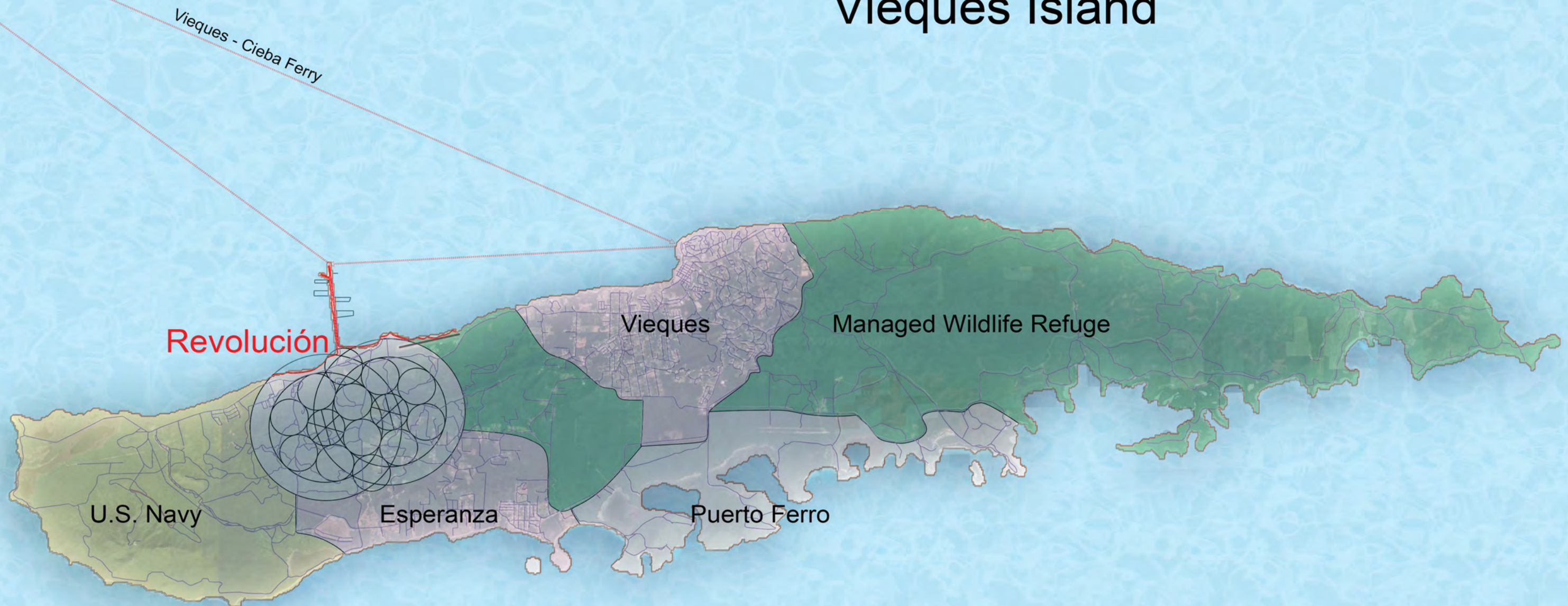


Years went by. Jorge graduated high school and wanted to study architecture, but struggled to pay for college when his mom's health took a turn.



He made good money waiting tables for a few years and stumbled into better stable pay managing a farm-to-table restaurant upstate, eventually saving money to flip old houses into eco-dwelling in his free time.

Vieques Island



Now, 30 years later, he'd finally saved up enough to start thinking about making a change so his daughter might have a chance at a better life.

"Yo, George!" his cousin said anglicizing his name after so many years of him insisting,

"You gotta come down to Vieques, bro. We got everything here, it's the future!"



“You think you can make it for Gaia’s first Electro-Alchemy Communion? We’re so proud, she’s the first in the family to be a college grad.”

“Of course, dude! I’ll see you there. Worship the Earth,” he said signing off.

“Ok! Live for your God,” he replied.

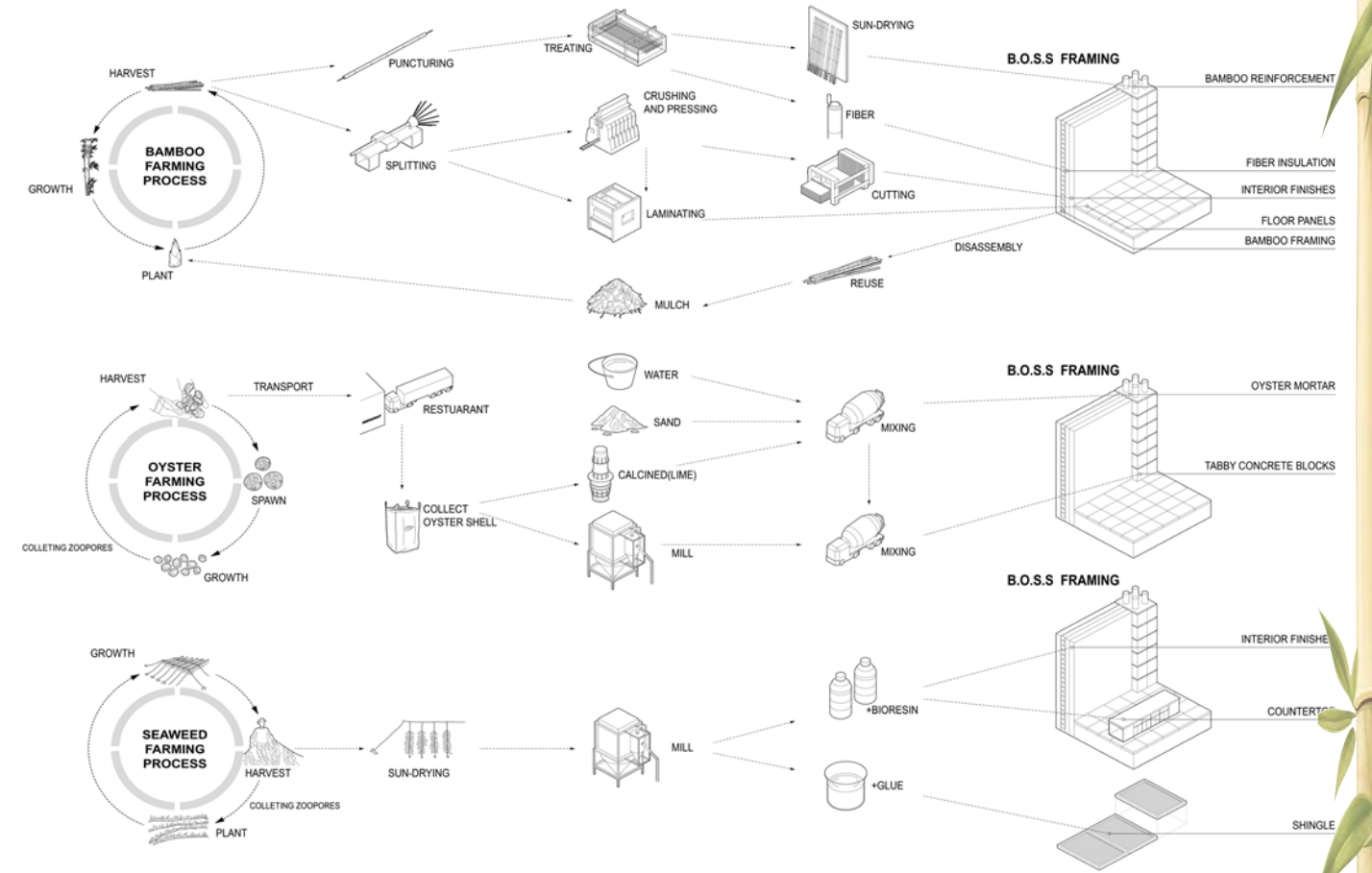


He couldn't believe his eyes as the top of the B.O.S.S. Industries Tower came into view on the horizon.

B.O.S.S. INDUSTRIES

Established 2025

BAMBOO & OYSTER & SEAWEED SYSTEM PROCESSING DIAGRAM



He had seen it in post cards, but the real thing was something else, like seeing something out of one of his dad's old fantasy or science fiction movies.



Jorge tried not to look like such a tourist as he got off the ferry, but regardless he was greeted with a smoothed oyster-shell necklace and souvenir visor made of sea-weed cotton that read: "I ♥ Revolución: 25 Year Anniversary".

"How could you tell?" he asked in Spanish, doing his best impression of his father in order to not sound like such a gringo.

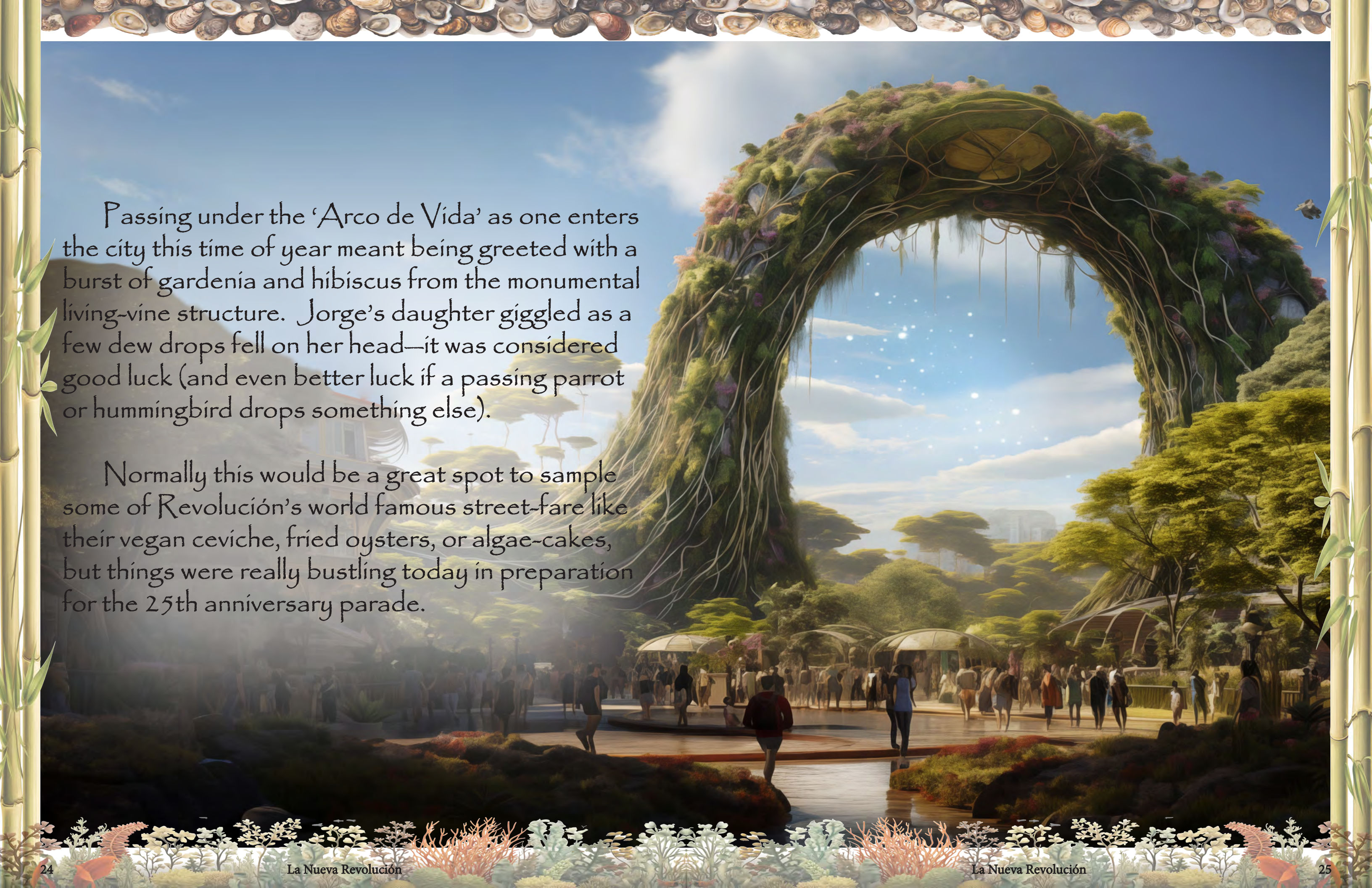




“Mostly it’s the way you’re dressed,” she responded. “You are sweating through your clothes! Around here we all mostly wear breathable bamboo viscose.”




“And you’re shoes...” she grinned, shaking her head slowly. Jorge laughed in agreement, noticing the luxurious shimmer of her colorful dress as it rippled in the breeze.



Passing under the ‘Arco de Vida’ as one enters the city this time of year meant being greeted with a burst of gardenia and hibiscus from the monumental living-vine structure. Jorge’s daughter giggled as a few dew drops fell on her head—it was considered good luck (and even better luck if a passing parrot or hummingbird drops something else).

Normally this would be a great spot to sample some of Revolución’s world famous street-fare like their vegan ceviche, fried oysters, or algae-cakes, but things were really bustling today in preparation for the 25th anniversary parade.

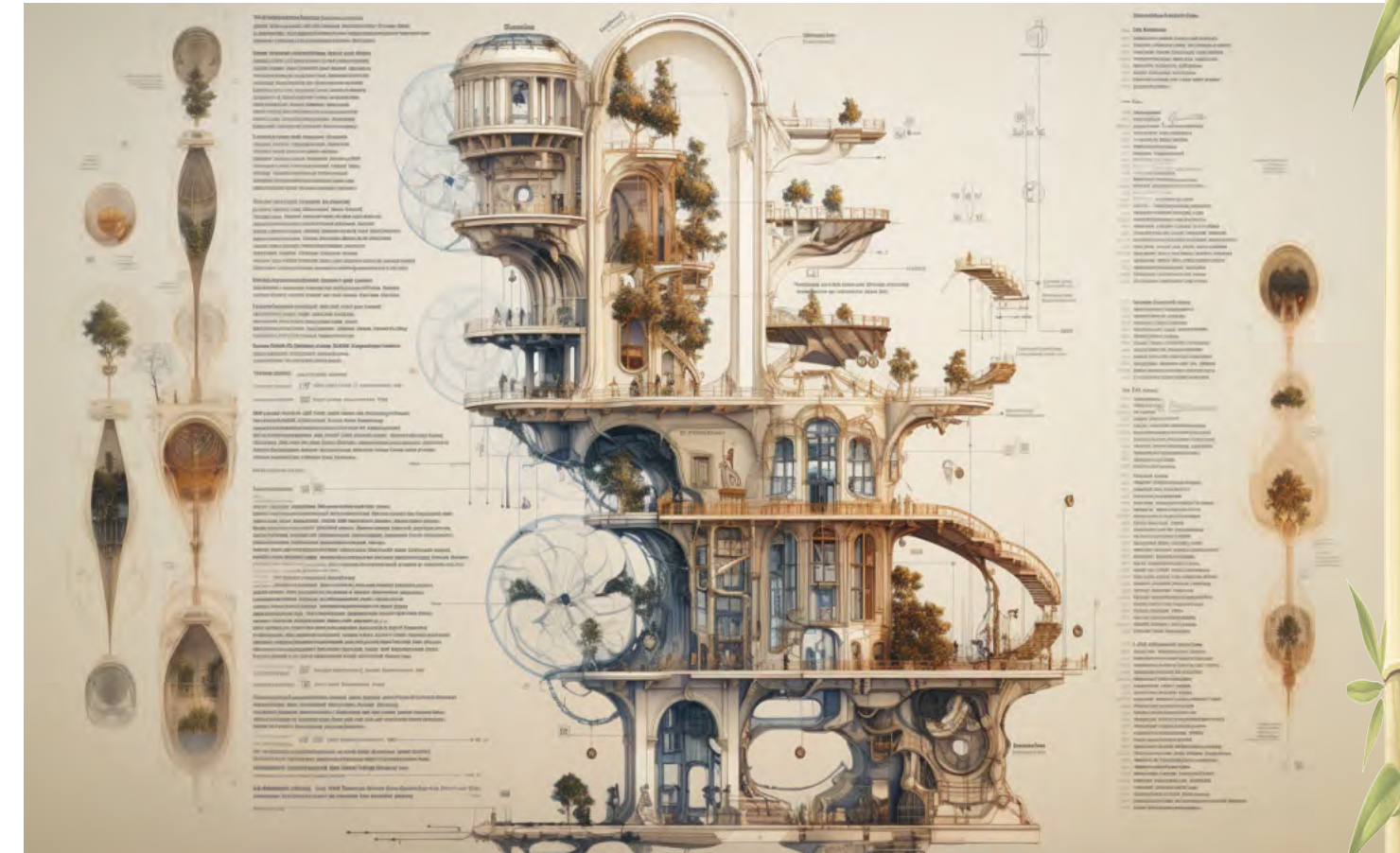


There were displays depicting the early history of Revolución in honor of the thriving pre-Columbian Hueca and Taíno communities, and some depicting scenes of the colonial era and Spanish influences too.

Darker histories, such as the genocides and bombing tests were respectfully acknowledged, but not emphasized.



The highlights of the show, of course, depicted the most historic moments of the last 25 years, with scenes of Enrique Andres Bejarano breaking ground on the first federally-subsidized self-sustaining communities.



There was even a tribute to the Revolución Transit Authority; with the most elaborate displays from Revolución's Metropolitan Opera House.



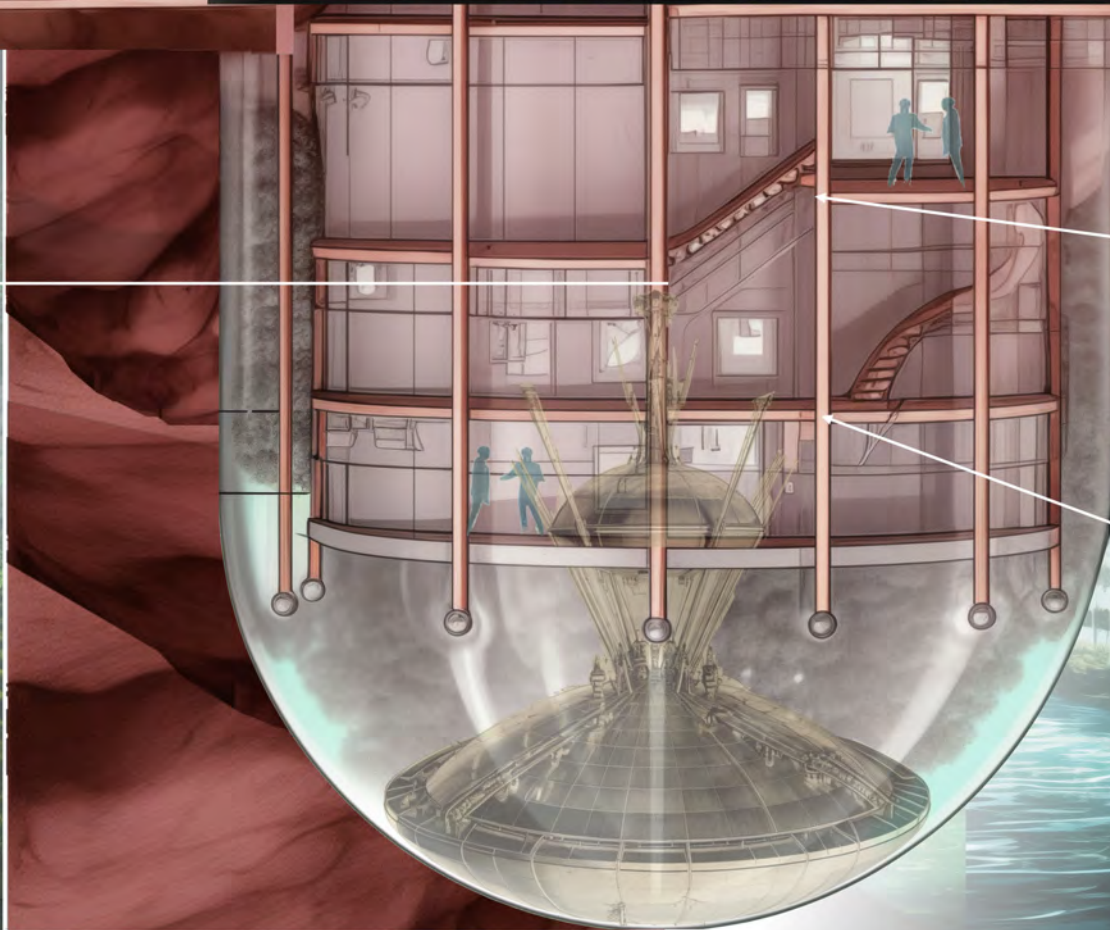
Jorge looked at his tired daughter and said “Let’s grab a coco-nut home,” signaling one of the autonomous translucent domes near the median to come over.



Jorge’s daughter laughed out loud hearing the coco-nut taxi beep and trill like a joyful child when it saw the bioluminescent curb edges and pillars begin to light up just as they reached his cousins house in Mosquitón, one of the oldest neighborhoods in the city. They were greeted with warm family embraces and the sounds and smells of a bustling kitchen.

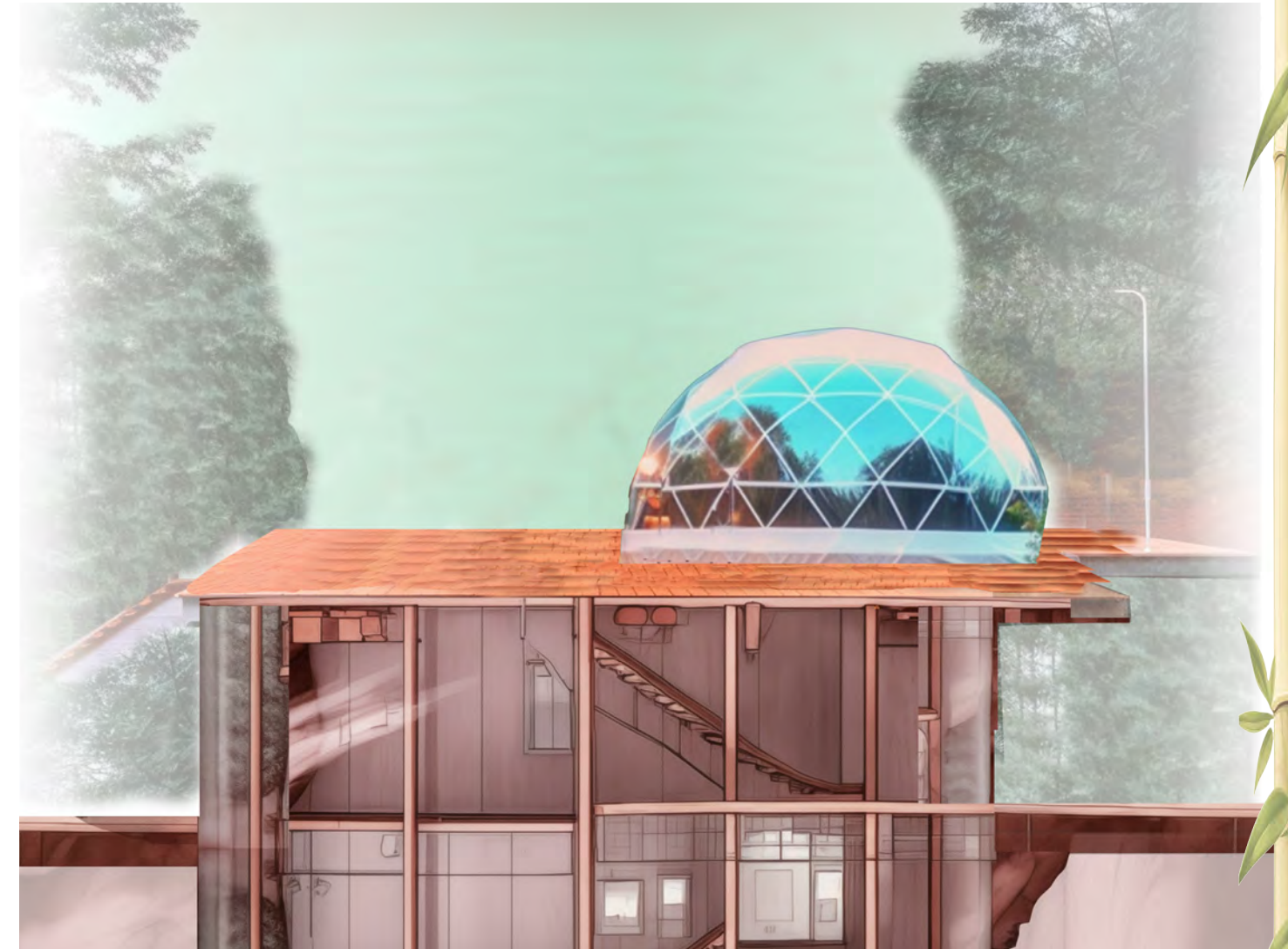
“Finally, some normal food,” he said sitting down,
“or as mom used to call it:
‘that fancy organic crap’.”

“Thank god you’re here, Jorge,
I hear you work with these old
hydroponic magnetic induction
units at your restaurant. We
have our old system in one of
our subfloors collecting dust
but if you can work your magic
to get it running again we would
love to transmit the extra power
up to our orbital platform”





Over dinner his cousin retold how when they first moved there in 2025, the whole place was a town called Mosquito and there was just a dirt road leading to a flat raised platform where their house now stands.



Jorge's cousin and his wife were lucky to get a plot in the early days, camping in a tent on top of the smart-platform for the first few months until they had earned enough working for B.O.S.S. Industries to install a small structure on top of it.



The area grew to be known as Mosquitón, “The Big Mosquito” they called it, until the citizens voted to officially rename the city Revolución.



Over the years, their family grew— along with the town, and they were able to make some upgrades to the platform to increase B.O.S.S. fabrication and later shift to food exports once they had added a few more floors to their home and had no need for the extra building materials.





After dinner, Jorge's cousin made them guava-infused seaweed-gin & tonics and talked about his plans for the future.

The city was growing at an incredible rate and new development opportunities were everywhere.





The next phase of the masterplan was finally here, and all the big Starchitects were looking to get a shot at the Revolución skyline: Quirkitects, StudioWiki, Tasha Hadid— you name it. Even DOM had a project in the pipeline.



Jorge never went back to New York.

His cousin squeezed the light off
as he left the room,

“Good night, George.”

“Good night,” he replied.
“And call me Jorge,” he said.

He was home.





La Nueva Revolución

COLUMBIA
GSAPP

Enrique Andres Bejarano
Advanced V Studio - David Benjamin - Fall 2023



Surviving to Thriving

A Machine for Learning How to Live



COLUMBIA GSAPP

As practitioners of architecture, we must be willing to prescribe solutions for a sick society rather than continuing to enable a self-destructive path for our civilization and collective consciousness. The project is a prototype for an ideology of architecture that seeks a framework for establishing the goals and values of a community to determine a program and spatial strategy. These are generated by integrating three components: a belief system, a mission (or purpose), and a way of Life.

On the planetary scale, a belief system is one that frames our (human) relationship with technology and resources. On a universal scale, it frames our relationship to interstellar consciousness; with our way of life bridging our beliefs and purpose. Researching and synthesizing the contextual, typological, and financial narratives of the site translates to a self-sufficient community with the primary user as the artist-resident-monk dedicated to transcending consciousness through the creation of art. The program includes residences & art studios, community & congregation, school & education, and farming & feeding. The tower, or "The Solar Palace", is a large-scale hydroponic farm capable of feeding up to 1000 people a day. Below that is "The Lunar Palace", a sacred space where the artist-resident-monks live and get down to the serious work of creating their art. At the ground level is "The Gate" a community space that provides congregation, education, and service (including the preparation of meals for the community).

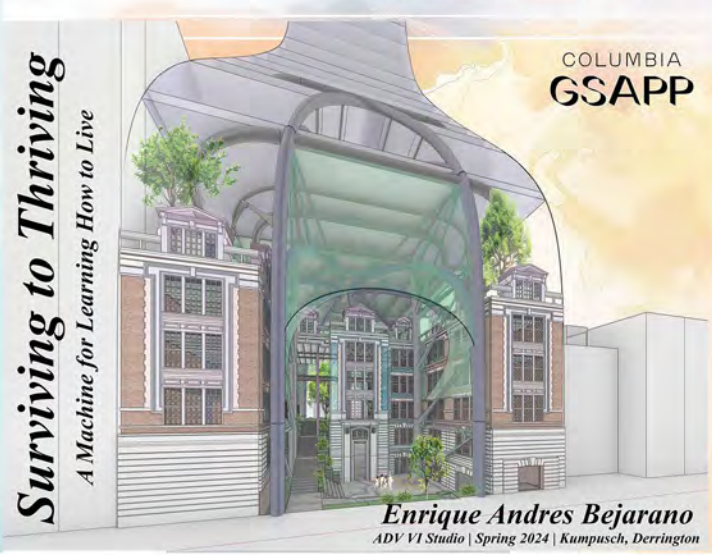
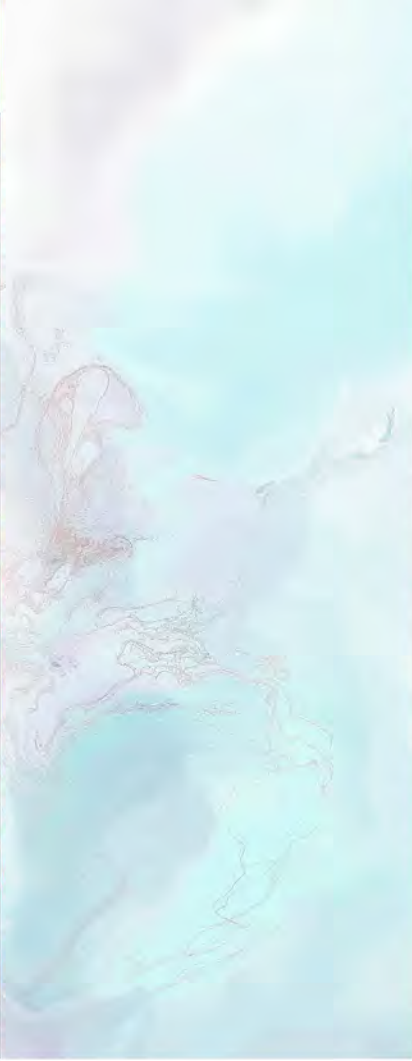
The future of personal freedom is hygiene of the mind, body, and spirit. Combined, this would constitute a reconfiguration of conditional, relational, aesthetic, and conceptual principles not yet explored within integrative design.

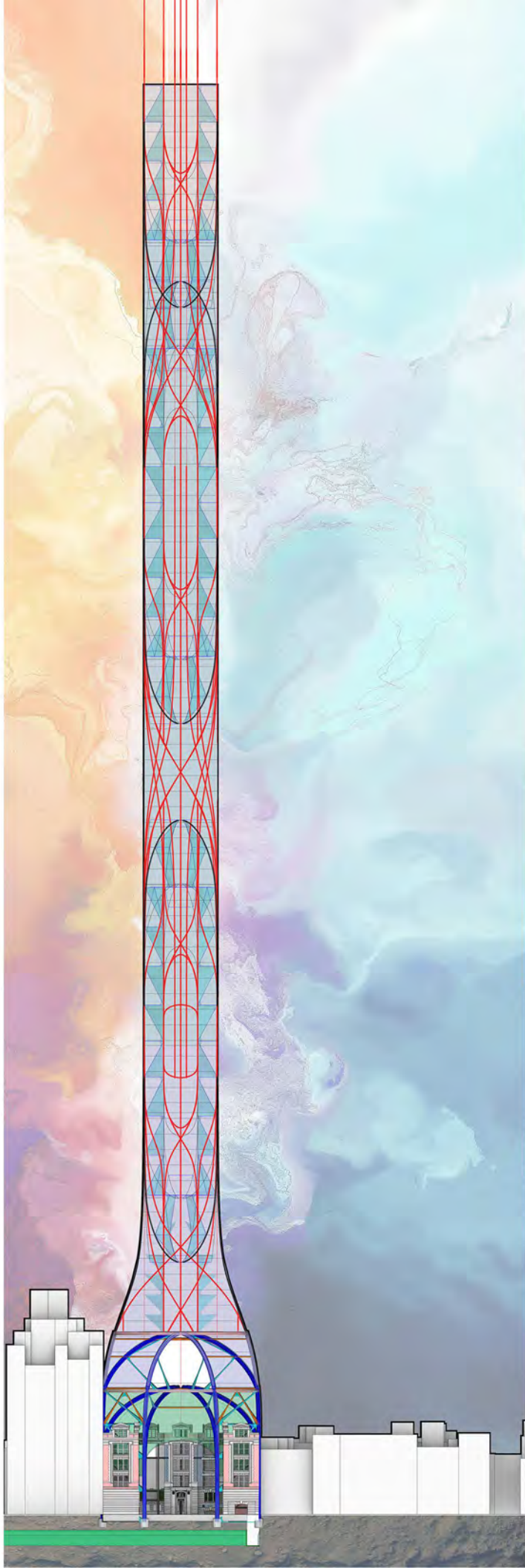
Enrique Andres Bejarano

ADV VI Studio | Spring 2024 | Kumpusch, Derrington









Transition

What is the future of our civilization? (Same as it ever was)

The "future" is aspirational. It is a concept that does not exist in reality. Only the present moment is real, infinitely unfolding as possibilities collapse into a continuous loop known as "now." The future (or destiny) is simply the outcome of the values we chose to give meaning and act on in the present.

The future of personal freedom is hygiene of the mind, body, and spirit: devotional practices.

The future of belief is feeling. The feeling we seek is clarity.

The future of faith is understanding. Understanding is reached through study and practice.

The future of prosperity is health and wellbeing. Health and wellbeing are achieved by practicing hygiene of the mind, body, and spirit.

Spatial Narrative (Typological Synthesis)

Program	Human Component	Foundation	Catalyst	Transformation	Location
Residence & Art Studios	Person	Expression	Devotion	Freedom	The Lunar Palace
Community & Congregation	Spirit	Faith	Study and Practice	Understanding	The Gate
School & Education	Mind	Belief	Feeling	Clarity	
Farming & Feeding	Body	Prosperity	Hygiene	Health & Wellbeing	Solar Palace

A machine for living, or a machine for learning how to live?

Financial Narrative (Economic Synthesis)

A self-sufficient community means that all aspects of the program generate economic benefit rather than cost or expense. The residences and art studios are offset by the revenues of artistic expression, both physical & virtual media, and performance. The community programs and congregation spaces generate revenue through private events and memberships, including tithings or gifts. The school and education programs are offset by revenue from tuition, adult classes & continuing education, and community workshops. Revenue from farming and horticultural programs will be monetized in the market and cafeteria, which will have a sliding-scale "pay what you can" model to provide nutritious meals to the greater community.

Combined, this would constitute a reconfiguration of conditional, relational, aesthetic, and conceptual principles not yet explored within integrative design; serving as the prototype for an ideology of architecture to be reproduced at multiple scales and instances.

Sermon

The Truth: the beauty and the horror.

The truth is life has no meaning! There is no greater purpose and no one is coming to save you.

The beauty is that you are free to choose to find meaning anywhere you want.

The horror is the possibility that you may never find it.

*I know these truths
Are completely made up
And whatever meaning
I choose to give them
Are mine alone*

Yes, a cult!
(That's constitutional leverage)

Foundation Thesis

ADV VI Studio – Final Presentation Narrative:

Enrique Andres Bejarano | GSAPP | Spring 2024

The Solar Palace, The Lunar Palace, and The Gate

The project aims to create a new iconic landmark and identity for Manhattan's East Village neighborhood that is rooted in and concretizes the community's values and rich history of *community, horticulture, and creative arts* while planting the seeds of social and economic infrastructure for future growth and investment in the neighborhood through the 21st century and beyond.

Preface (context)

After initial research, the user was identified as the *artist-resident-monk*; and the initial typology was explored through conceptual collage that showed the space enclosed in a bubble, with the original building intact with green space in the courtyard (like the Ford foundation), and residential above; with the implication of it all being some kind of *monastery or temple*. Now, the building is massive because it is the blended typology of a cathedral and a skyscraper (or perhaps a cultural center and a bio-dome).

Overview

The Solar Palace: The primary user of the tower above is plants or large-scale hydroponic cultivation for an optimized plant-based diet that suppresses disease and promotes healthy longevity.

The Gate: The bottom portion is the community space, around the scale of Grand Central Station (125 ft tall). It functions similar to many community-based religious institutions that provide congregation, education, and community service (including meals).

The Lunar Palace: In between is the "sacred space" where the artist-resident-monks live and get down to the serious work of creating their art.

So, a typical day may be spent in morning rituals within the private residences; serving the greater community by teaching in the school below; maintaining the internal community by working on the vertical "farm" above; and serving the higher purpose of advancing *the mission* of transcending consciousness through the creation of art.

The primary human user is the artist-resident-monk, (belonging to a multi-secular order). The Order has 3 components: The Belief System, The Mission (or purpose), and The Way of Life; The way of life is the bridge between belief system and mission. These components generate the program and spatial strategy of the building.

User Narrative (Contextual Synthesis)

The Solar Palace

The Belief System: On the planetary scale, the belief system is one that frames our (human) relationship with technology and resources (*this means a self-sufficient community*). On the universal scale, it frames our relationship to interstellar consciousness (*this translates to the creation of art*).

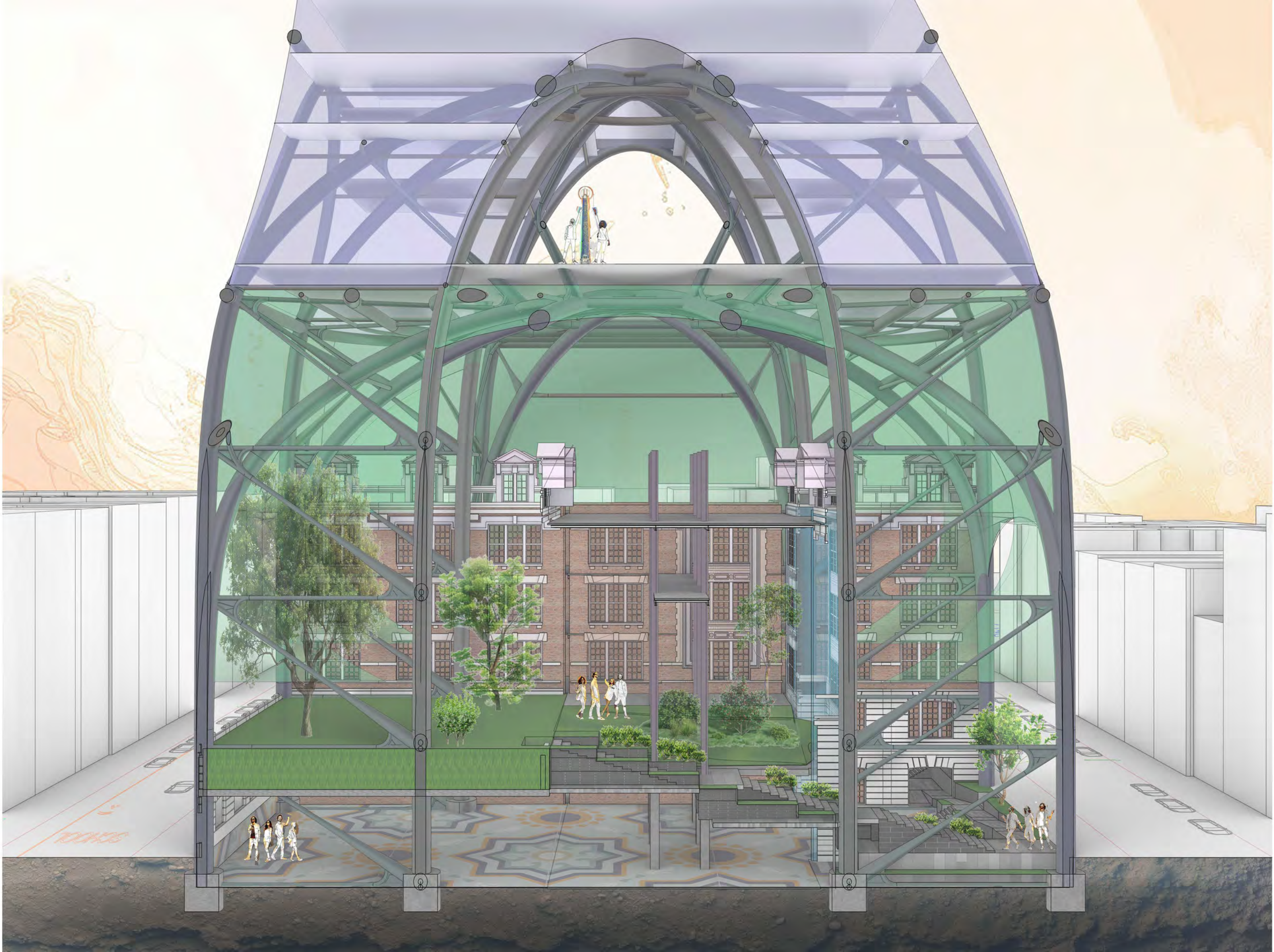
The Gate

The Way of Life: is one of devotion, service, labor (through the cultivation and preparation of food), the study of comparative religion (*holding all systems of spiritual and religious beliefs as valid and equal as resources of sacred knowledge*), and a plant-based diet. Diet means "way of life", and in order to best serve and fulfil the mission, a person must be healthy and live long.

The Lunar Palace

The Mission: or purpose, is the serious work of transcending consciousness through the creation of art, including through the use of multi-media, technology, communications, and performance. Art translates unmanifested reality (the abstract) into manifested reality, which is a central component of the universal scale of the belief system. Art is a door.

Myth	The Earth
That which nourishes	The Earth
The which is nourished	The Seed
That which is created	The Fruit





SCHOOL

SCHOOL

