

i

t

r

n

e

r

u

p

t

i
INTERUPT:
n

1. To cause or make a

t
break

e
in the continuity

or uniformity of

r r

o course, process,

u

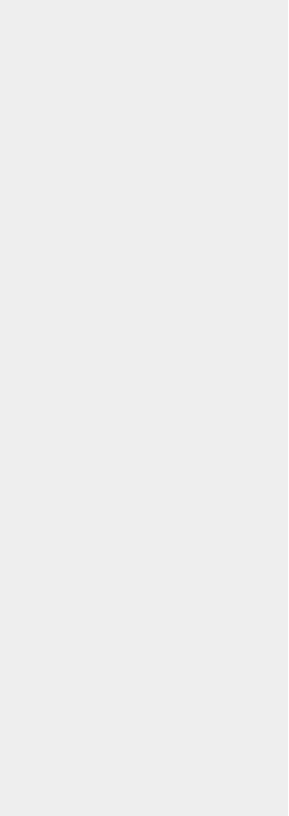
2. To break off

p

condition, etc.

t

or cause cease.



.M.F.
macyfunk

PROJECTS

1 **highlands branch library**
fall 2018 | pg 1-6

2 **ocularcentrism**
fall 2018 | pg 7-12

3 **network**
fall 2018 | pg 13-18

4 **direct & diffuse**
fall 2018 | pg 19-24

5 **student housing**
spring 2018 | pg 25-30

6 **balance**
fall 2017 | pg 31-36

7 **coalesce**
summer 2017 | pg 37-42

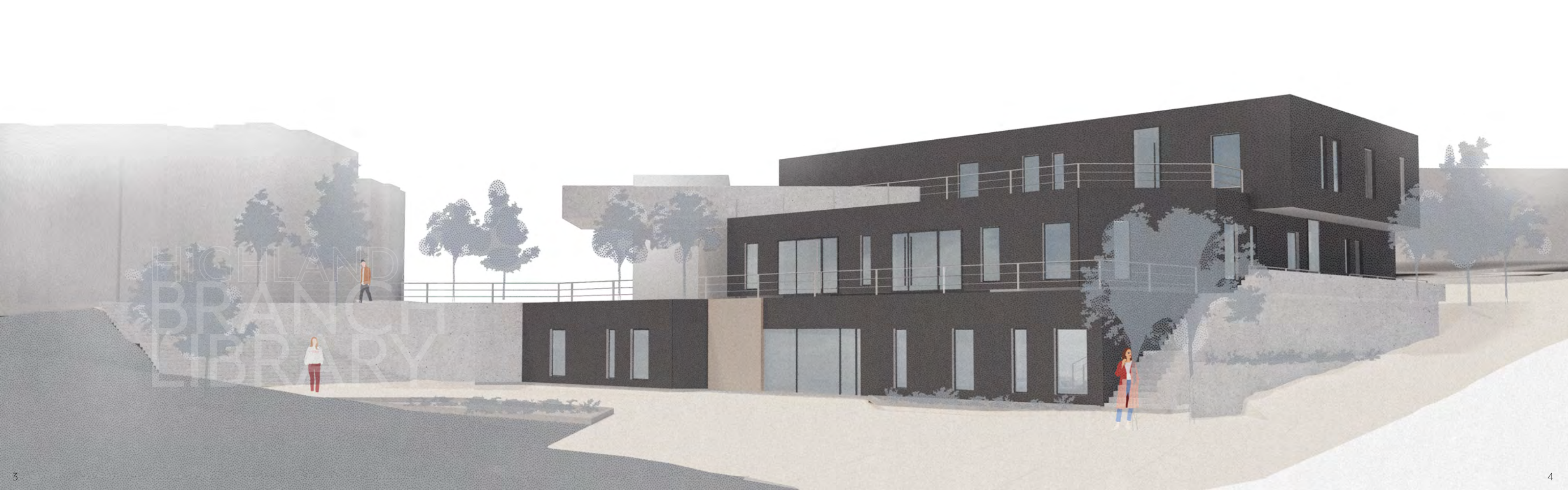
8 **reach**
spring 2017 | pg 43-48

9 **omit mass**
spring 2017 | pg 49-54

HIGHLANDS BRANCH LIBRARY

1 a denver branch library

The Highlands branch library provides space for all to read, learn, work, and collaborate. The buzz of co-working and quiet of individuals come together in a space that hums and fosters a comfortable environment for the social and solo.



HIGHLAND
BRANCH
LIBRARY



The library is organized in three distinct floors: reading and individual work on the first floor, a coffee shop on the second floor, and collaborative work space on the third floor. The coffee shop divides the differing work spaces and creates a gradient in environments throughout the library and provides amenities for its users.



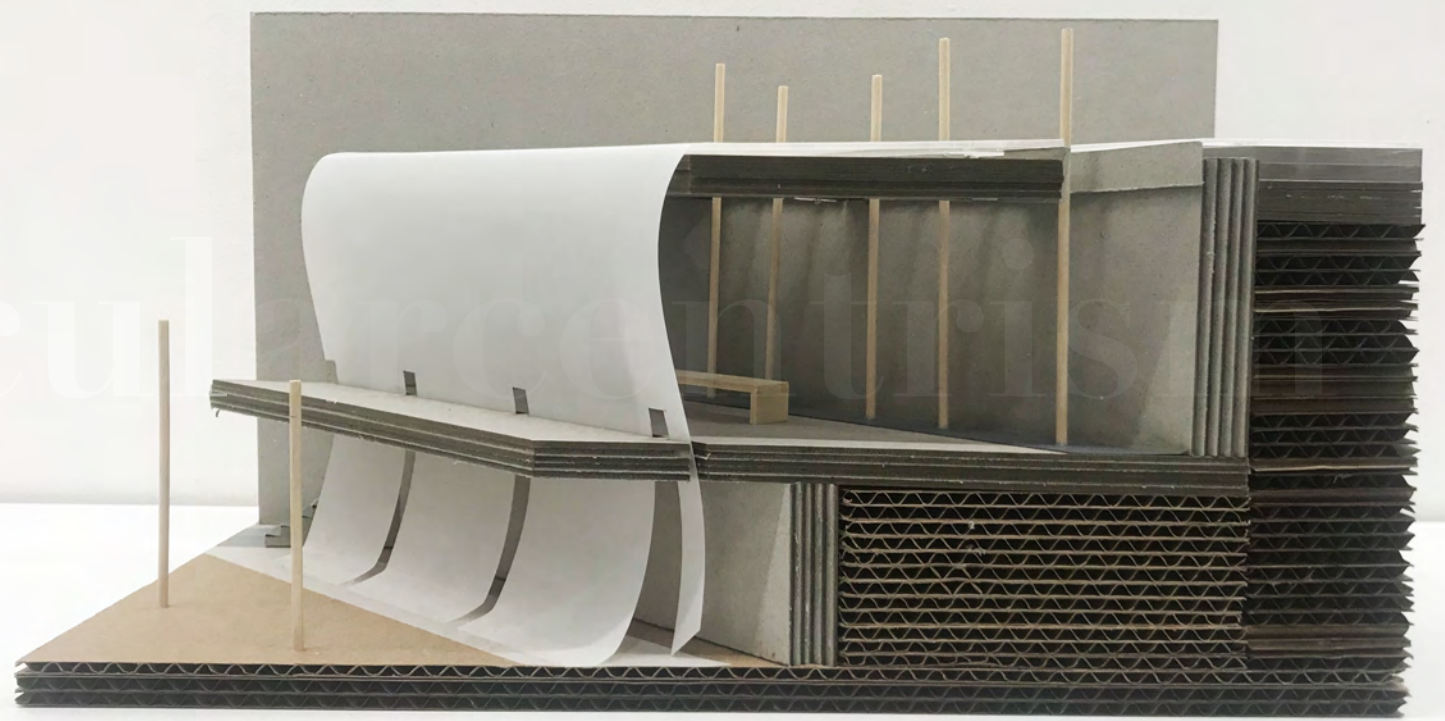
ocular centrism

2 a sensory study

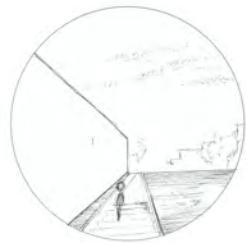
“In order to think clearly, the sharpness of vision must be suppressed for thoughts to travel with an absent mind and unfocused gaze.”

– Juhani Pallasmaa

Oculi Princeps



This contemplative architecture takes users through an experience that is hyper visual and then removes most visual stimulation for a moment of respite. Users begin by walking along a reflecting pool and surrounded by reflective materials. This is very visually stimulating as all surrounding are mirrored. They then descend down into an pavilion with a wall of water cascading down to blur the imagery beyond. The white noise and removed visual stimulation allows users to connect with their other senses for time of contemplation.



NETWORK

3 a structural study

A network of slender, wood columns work together to support a concrete slab roof. Reinforced concrete walls and a foundation allow the structure to sit within the site so the roof becomes occupiable.



The columns increase in density as the move further back into the building. They puncture the roof and rise into the occupiable roof space. This enables direct interaction with the structure for users both in and out of the building. An elevation change differentiates the entry from the primary space.



direct & diffuse

4

a light study

Architecture and light work together to create distinct spatial qualities and expert nieces. This exploration employs different qualities of light in different spaces to reinforce program.



direct

Direct light overhead has a harsh quality. It is introduced in areas of circulation where users are not intended to spend long periods of time. Diffused light has a much softer and calm quality. It is captured in a reading room where users are intended to be low-energy and spend time.



AURARIA CAMPUS

STUDENT HOUSING

5

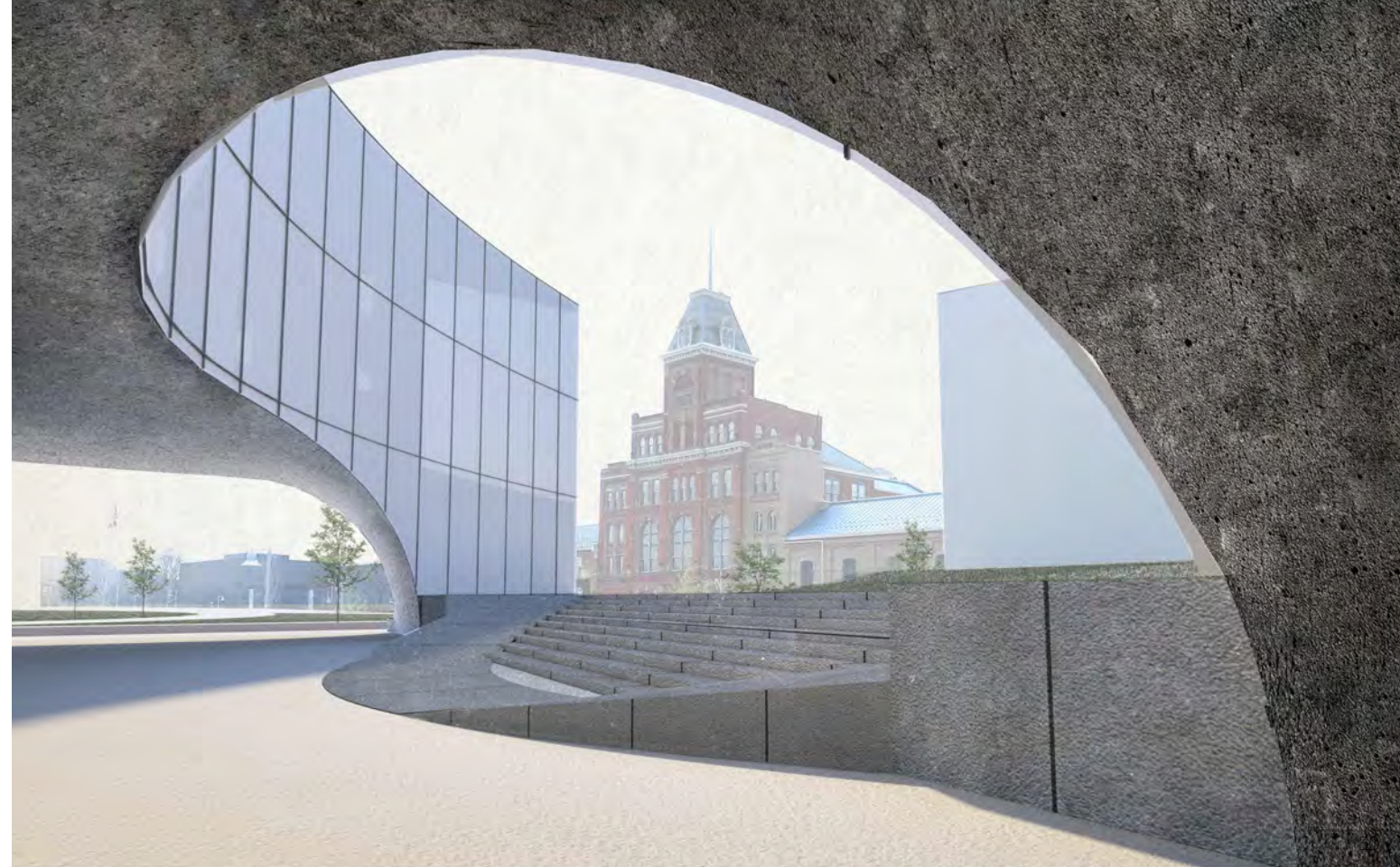
student housing

This is a student housing project designed for the University of Colorado Denver's initiative to provide residences for students on Auraria Campus. The Campus is unique in that it has a diverse student body and houses three different institutions. With a focus on community, the project intends to provide a livable place for the residents as well as welcome other students from the campus.





In this context, designing comfort means providing a scale of spaces that meet the needs and desires of individual people. The primary community space is accessible to everyone on campus and series of interior community spaces provide different environments for students as well, scaling from a cafe open to the campus to small study nooks on the residential levels.

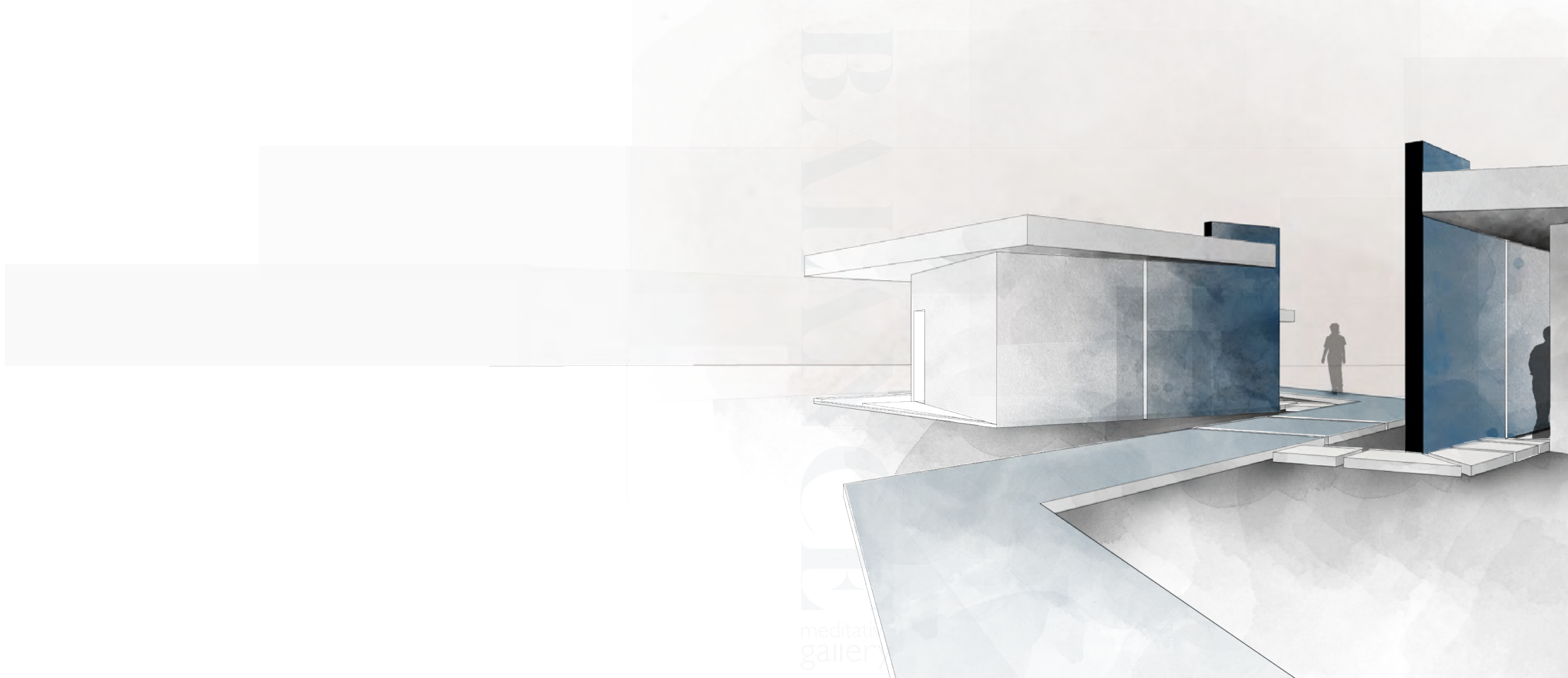


3 BALANCE

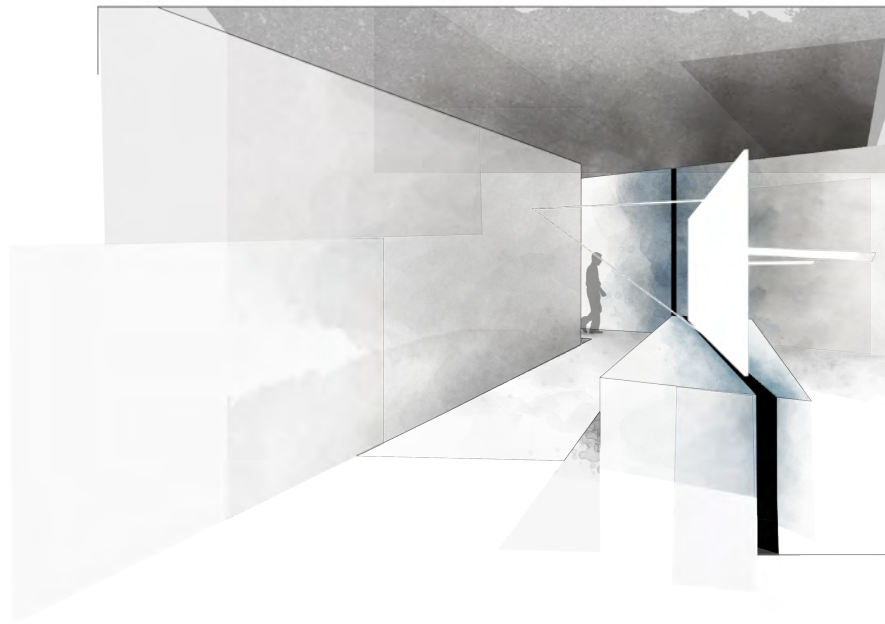
meditative
gallery

6 a meditative gallery

A hybrid of art gallery and meditation space, this project provides users the opportunity to use sculptural art pieces as a focal point to enter a state of meditation. Three pavilions each house one of Jose Davila's sculptural pieces that give large, heavy objects (slabs of stone and glass) a light quality by balancing the objects in tension.



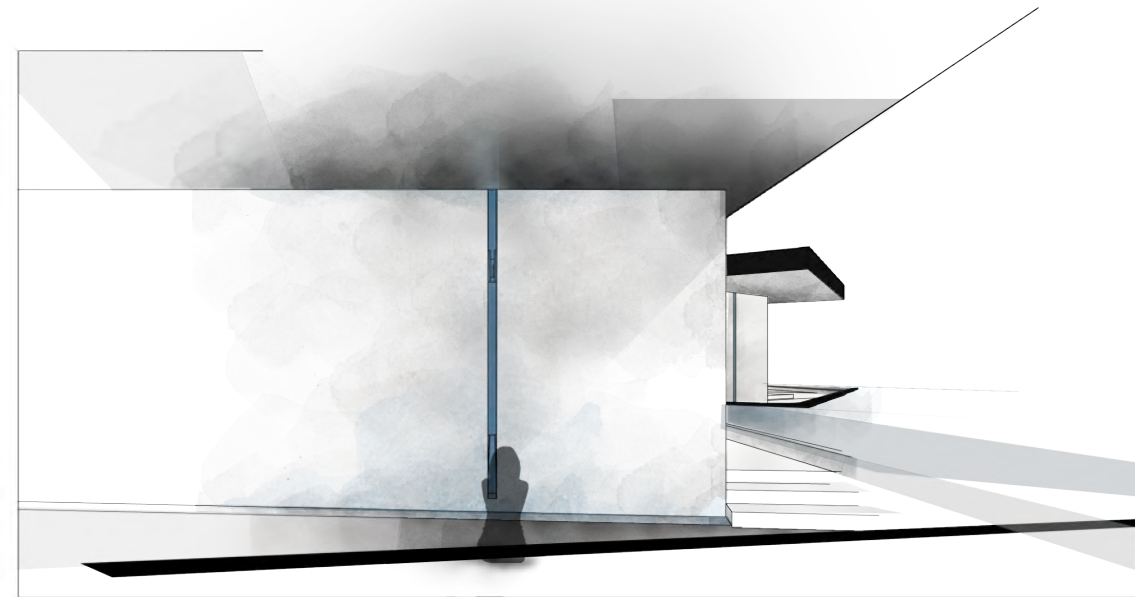
meditati
galler



The pavilions are surrounded by a reflection pool, separating them from circulation across the site, privatizing the meditative experience. Users enter the first level of experience by circulating through the site; the surrounding water suggests users slow their movement.

Each pavilion has interior space that encourages users to circulate around the art and maintain movement. Here, users enter level two of the experience, observing and gaining understanding of the art.

Users enter level three of the experience in an exterior space adjacent to each pavilion. One privileged location invites users to sit and view the moment of connection in the art piece through a narrow, vertical void in the wall. Focusing on the connection and balance can be an aid to enter a meditative state.

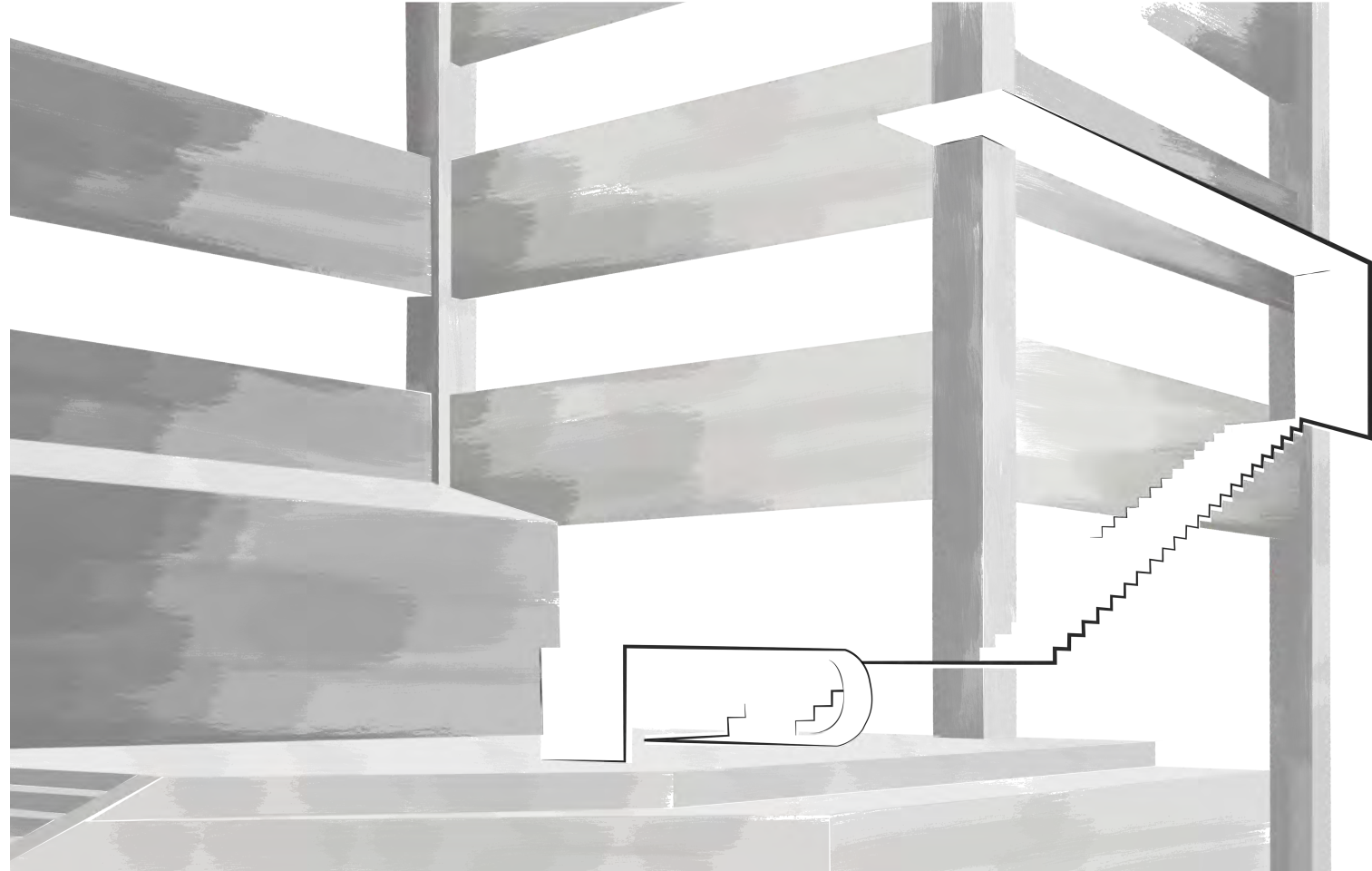


coalesce

7

a concrete study

Exploration with concrete was the primary focus of this project, with design secondary. Exploring and experimenting with different variables within concrete and pushing it to its limit resulted in the design. The Auraria Campus installation connects the CU Building's second floor architecture studio space to a workspace exterior. The concrete ribbon indicates change in function from stair to work surface with a climactic twist.



coalesce



The single band of concrete begins as an overhead condition, transitions into stairs, then twists into a work surface adjacent to one of CAP's fabrication workshops.

Myself and my two team members fabricated 1:1 scale sections of the design, including the twisting portion and stairs with steel detailing. All of the form-work was made from recycled materials, including sheet steel, angle irons, and scrap wood.



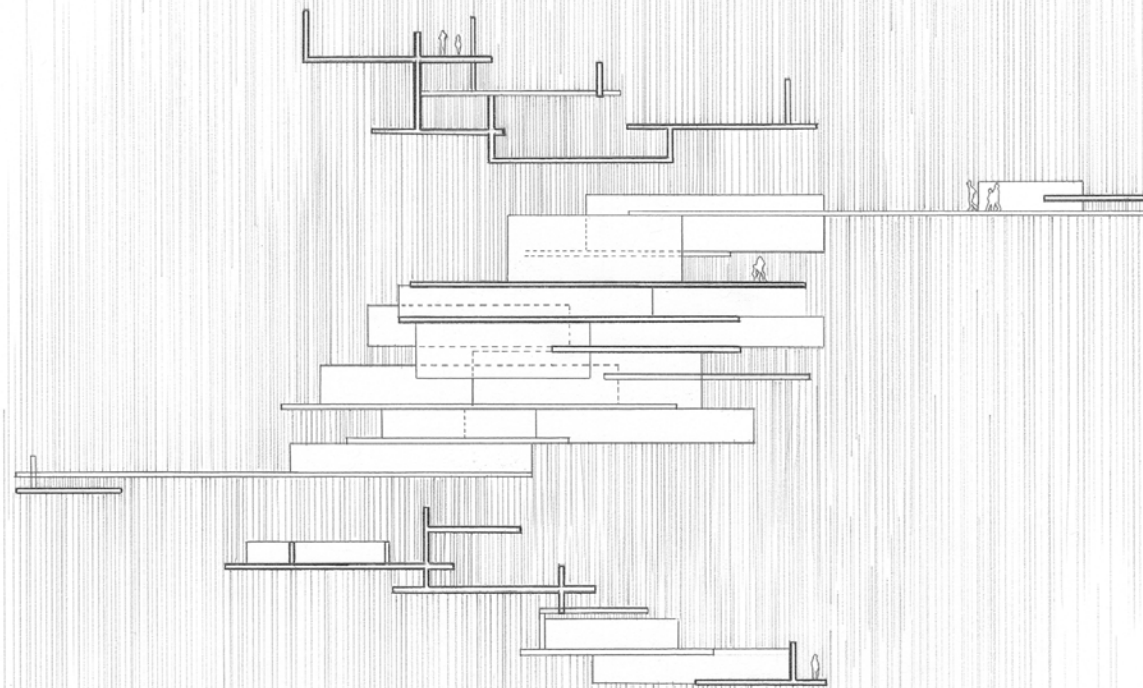
reach

8

a viewing pavilion

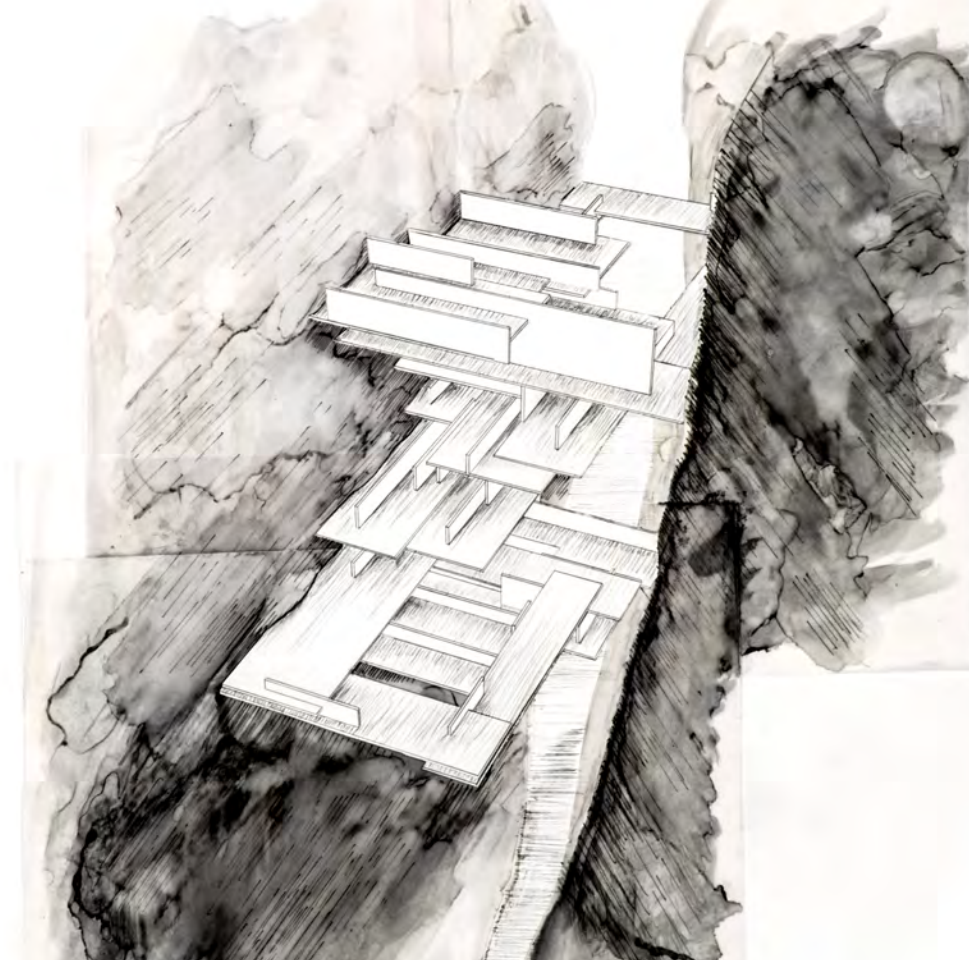
A viewing platform located between two canyon walls is created using tectonic strategies. The abstracted site was inspired by Ouray, CO's Box Canyon Falls. The structure reaches between the walls and encourages users experience the canyon in all three dimensions by reaching their view up, along, and to the bottom the canyon.

reach





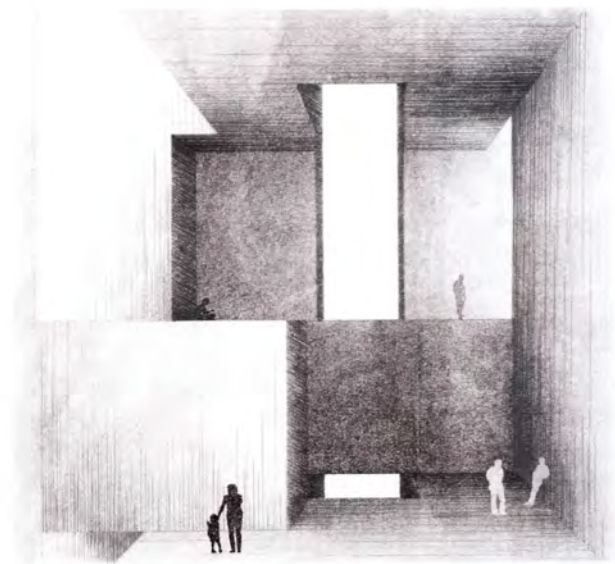
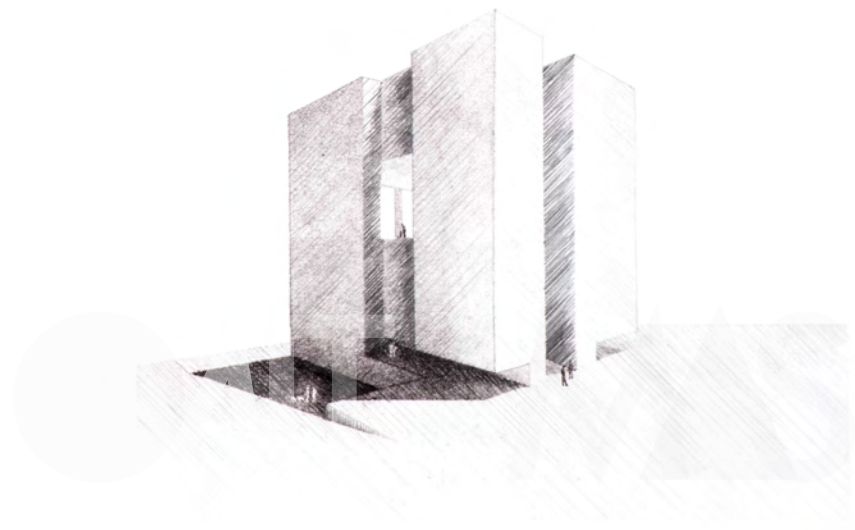
In part one of the sequence, circulation perpendicular to the canyon walls encourages users to look up the walls toward the sky. In part two of the sequence, circulation primarily runs parallel to the walls, allowing users to look down the canyon. In the last part of the sequence, the walls of the structure keep users circulating close to the edge of the platforms, encouraging them to look down.





9 a stereotomic monument

Space within a mass is the result of subtractive operations. This abstract design project is a study of hierarchy, sequence, and threshold. These components were explored in additive, intersecting volumes that were then subtracted from one larger mass to create spacial experience the canyon.



Lacking scale, the project could be viewed as something small that one could crawl through, or a much larger, monumental structure.



© Macy Funk 2018