

GEORGE ROZANSKY

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Portfolio

Adaptive | Intuitive | Threshold

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## Acknowledgements

Thank you to my family and friends who have supported me in my endeavors in the field of architecture.

## Introduction

intuitively, I push the threshold of a project's parameters and space with new solutions.

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# Live-Work Space in Mitte Kleine Hamburger Str. 24 10115 Berlin Germany

Introductory Design Studio 2  
Fall 2016

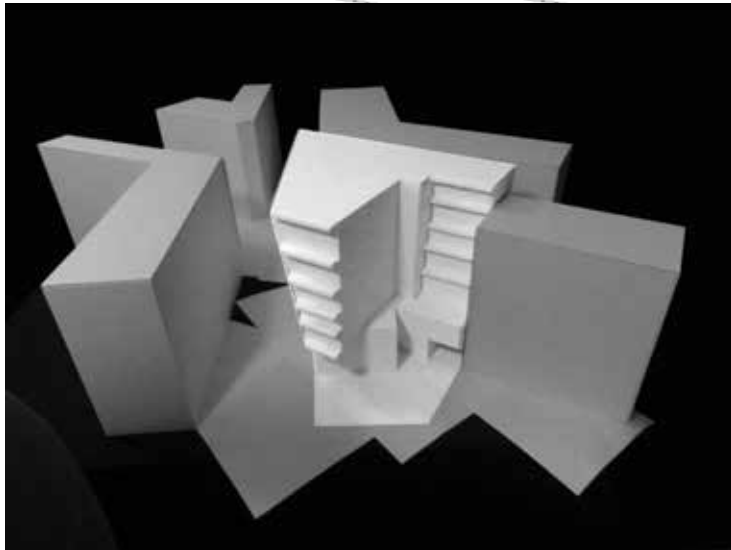
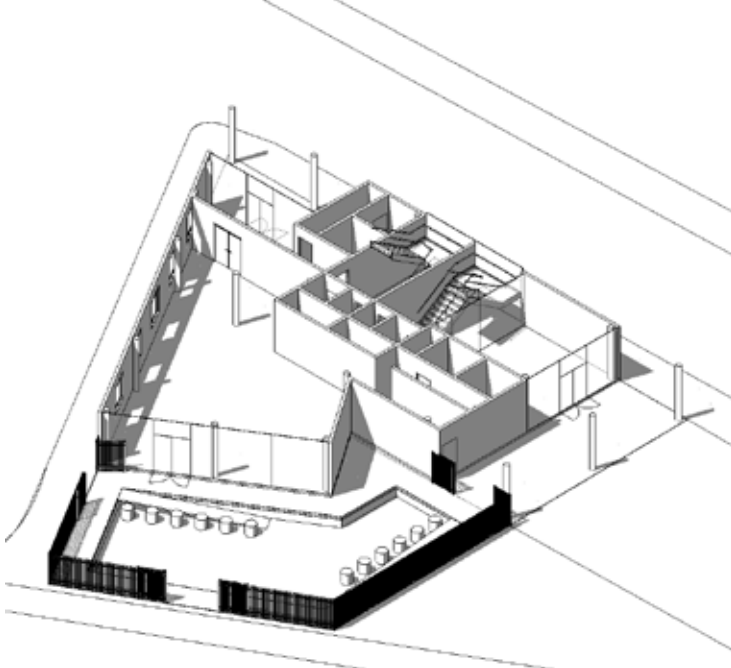
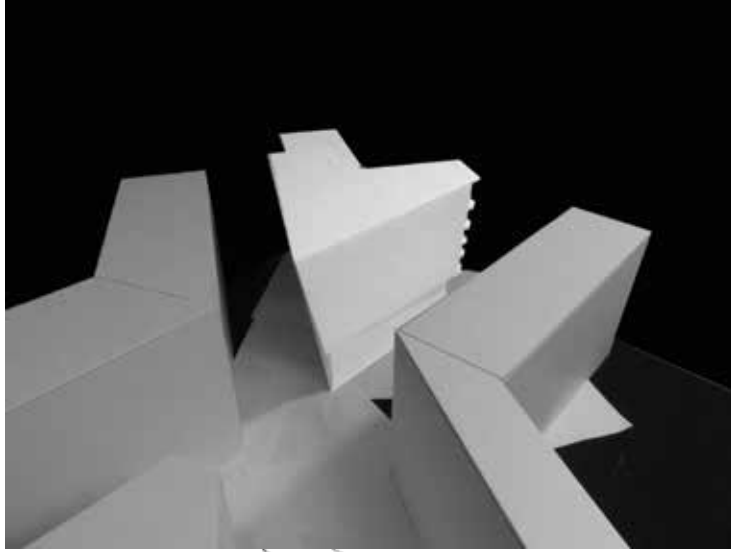
## Problem

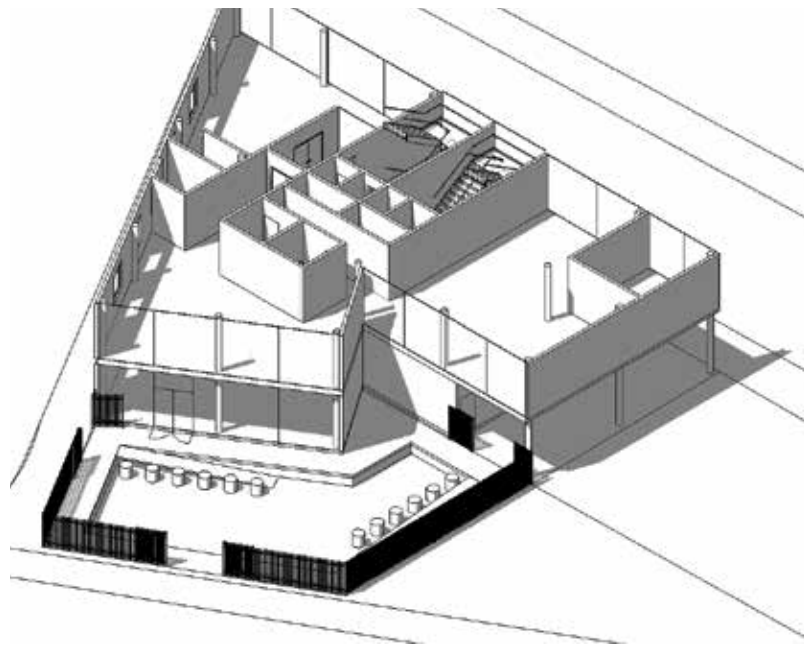
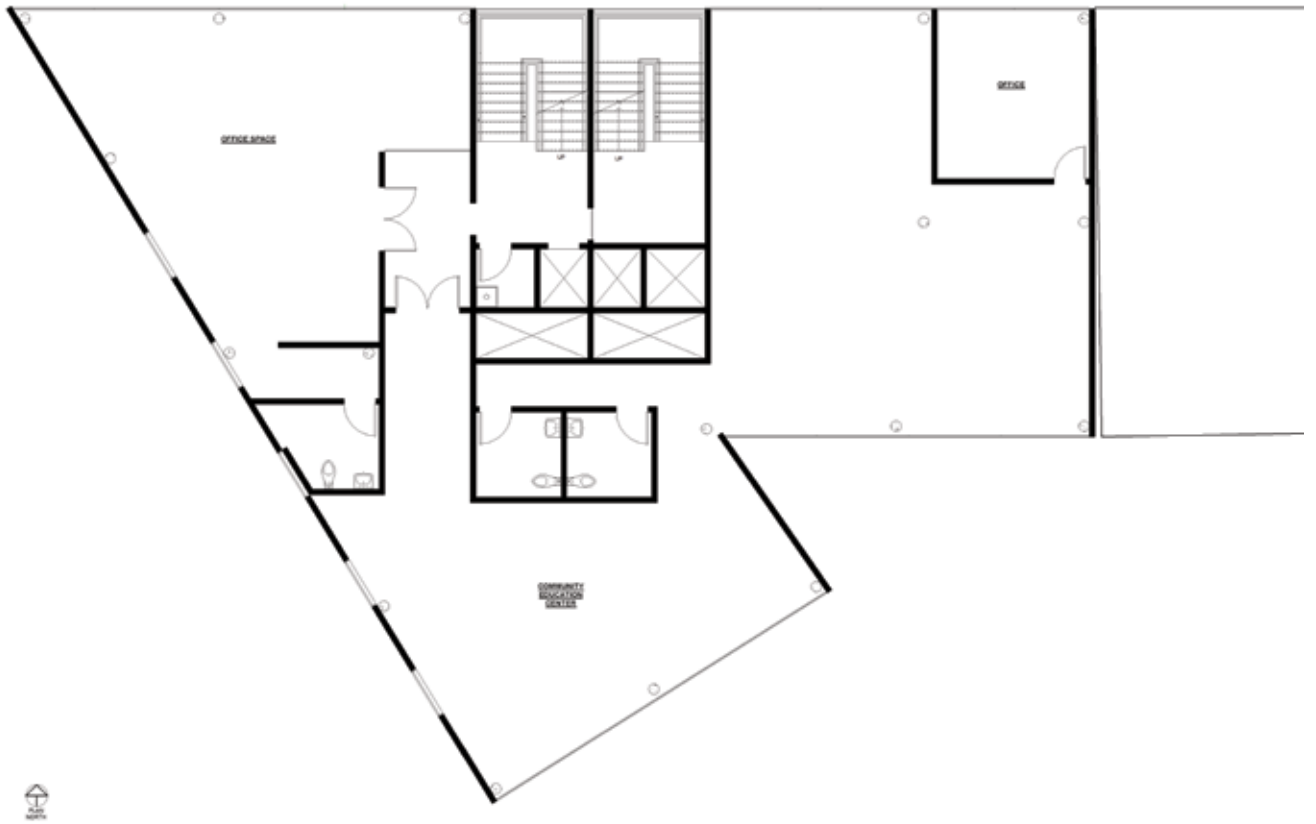
This prominent corner lot at the cross streets of Kleine Hamburger Straße and Linienstraße in Berlin, Germany, is an opportunity for a mixed-use building that brings the community and business together with education opportunities provided that certain criterion be met for the height exemption.

## Solution

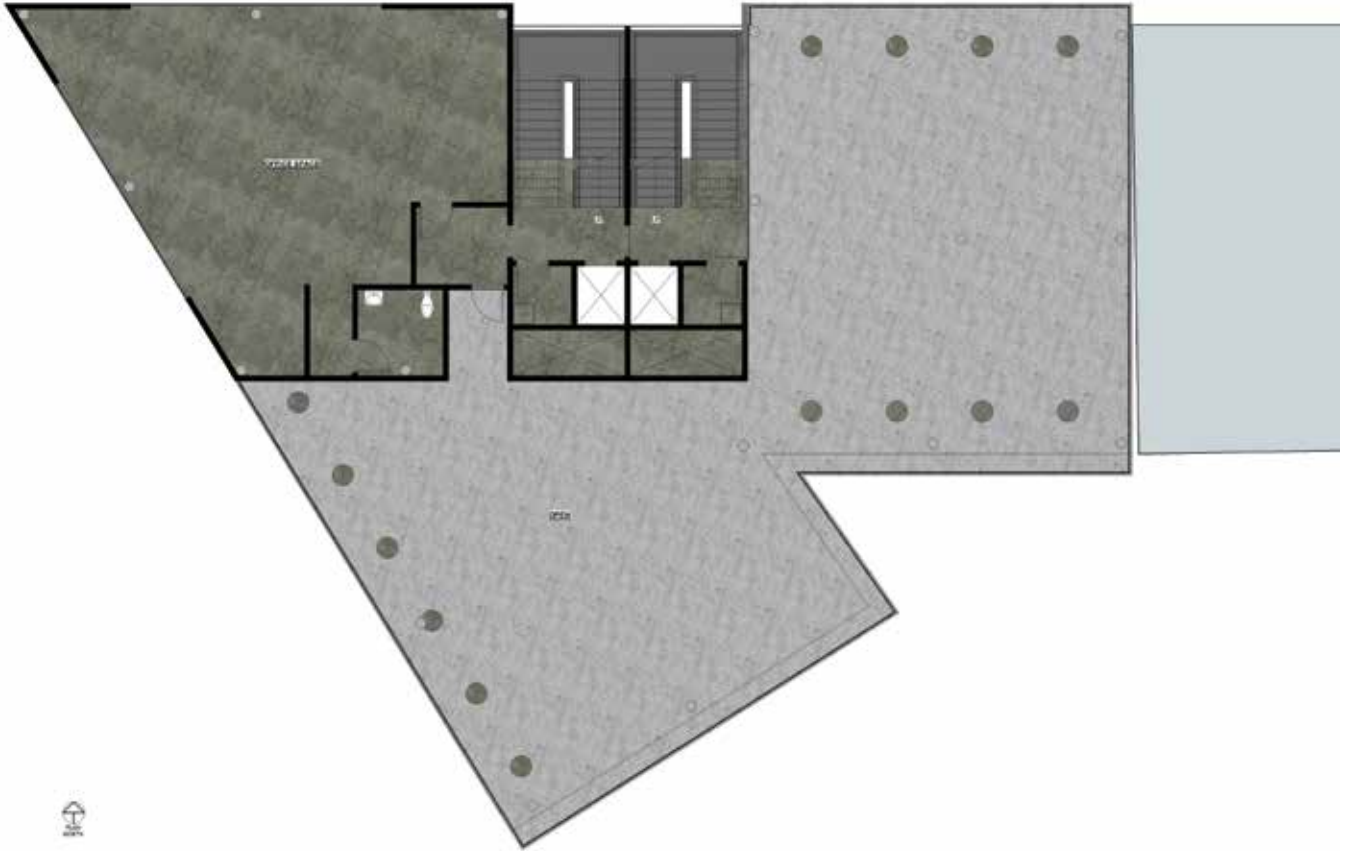
The building is to be high-end spaces for artists, education, and business. There exists an exemption for a 25 meter high building instead of the standard 22 meters. For this exemption, the building will entail a new city initiative for live-work studios, community education center, and daycare. Part of rents will be subsidized to attract artists and others that will benefit. For-profit businesses are included in the building height exemption as general office use space will be offered for lease. This programming allows for an attractive, long term presence. The close proximity to green spaces, transportation, and other businesses and residential areas foster interaction among different people and industries.

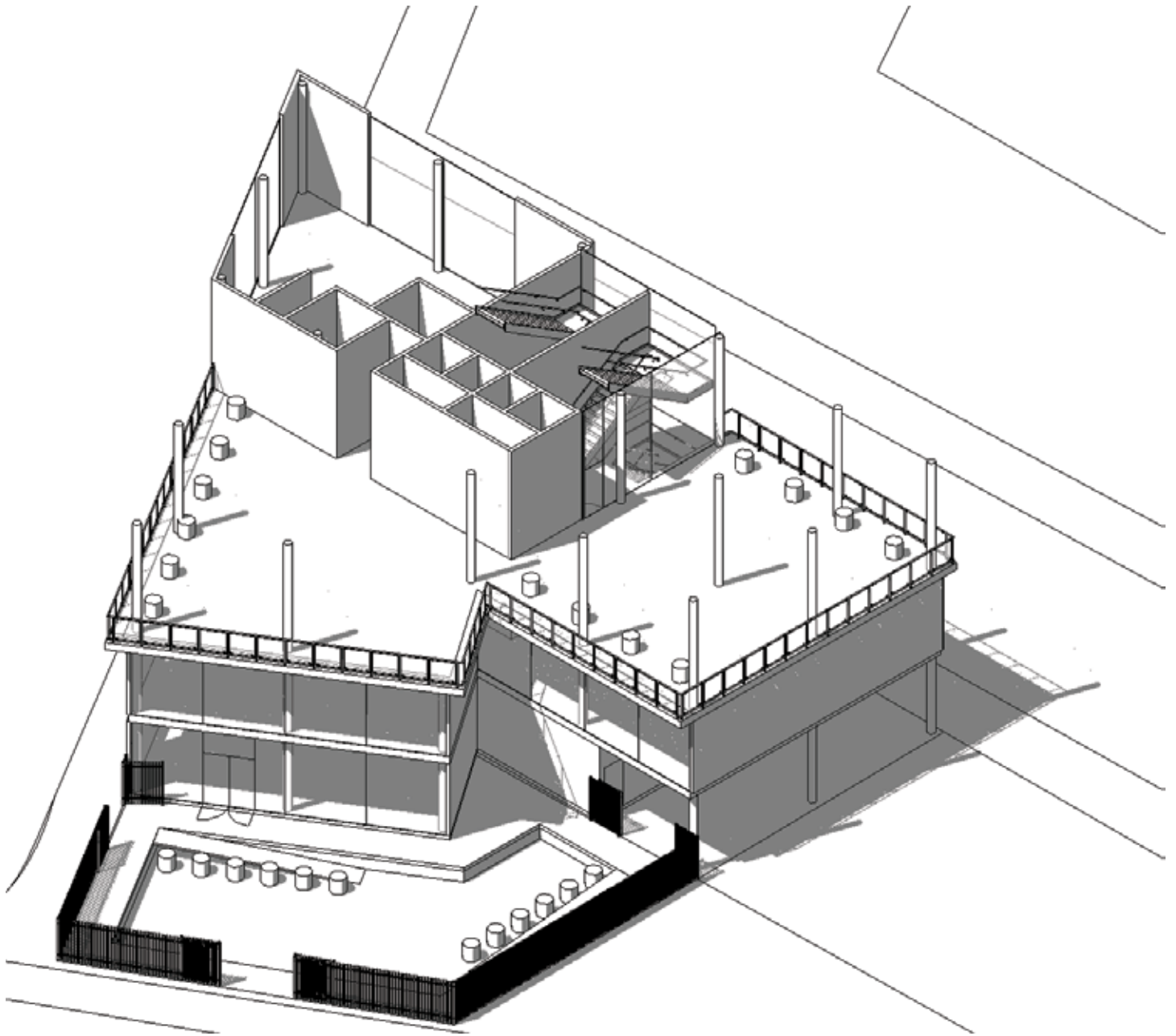


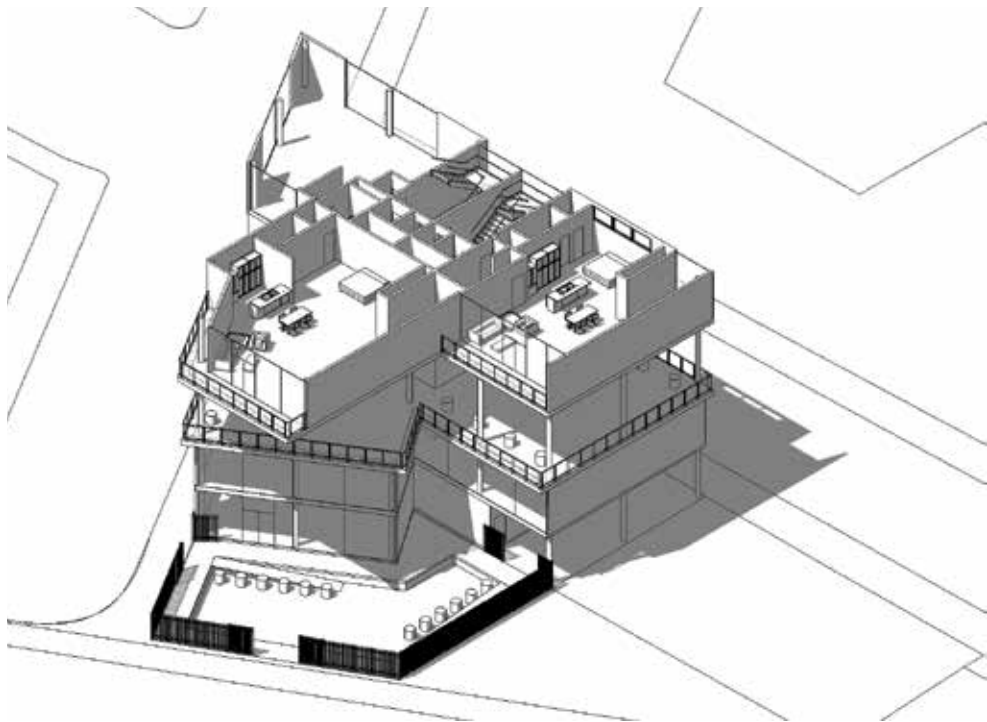
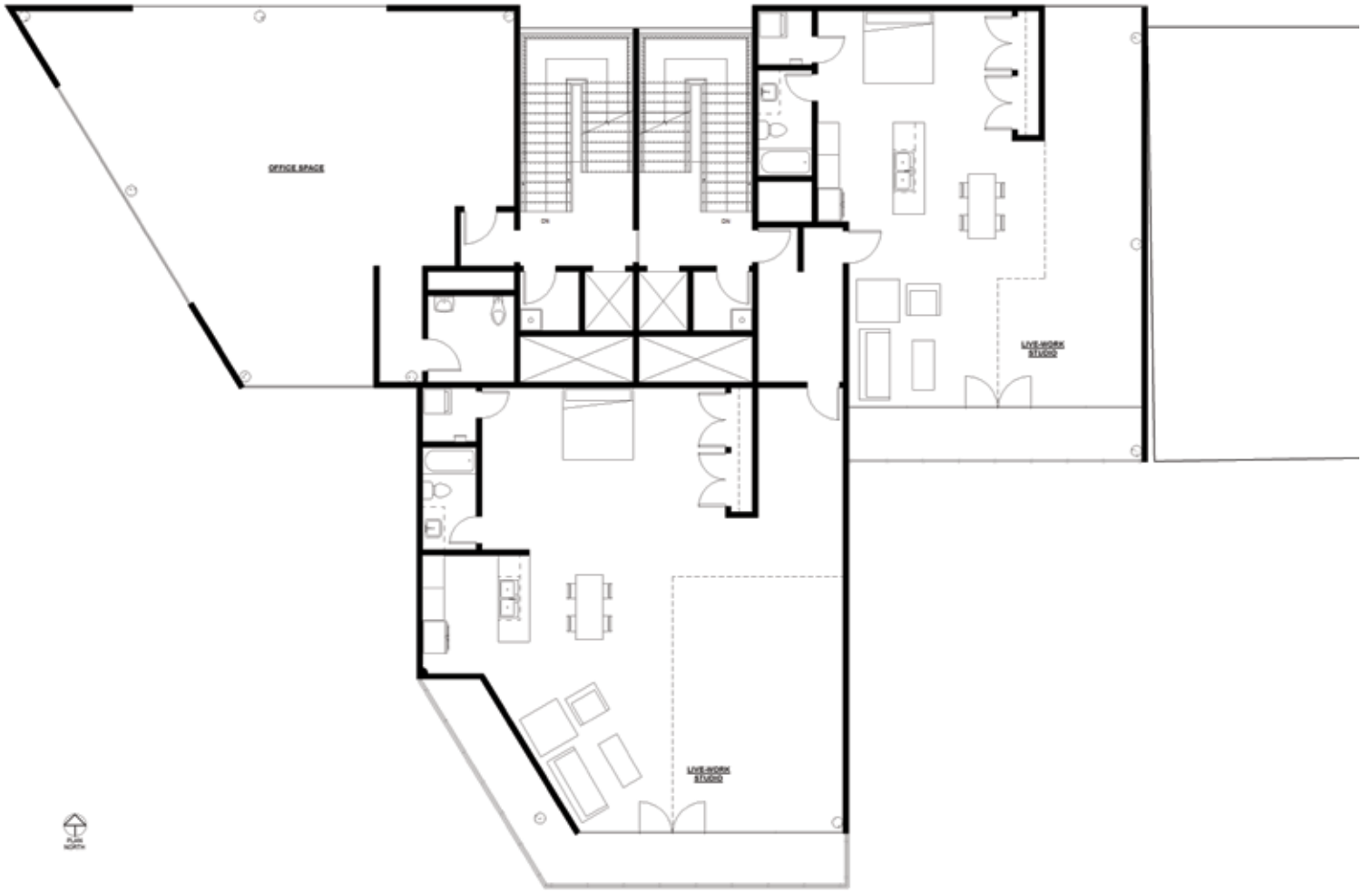






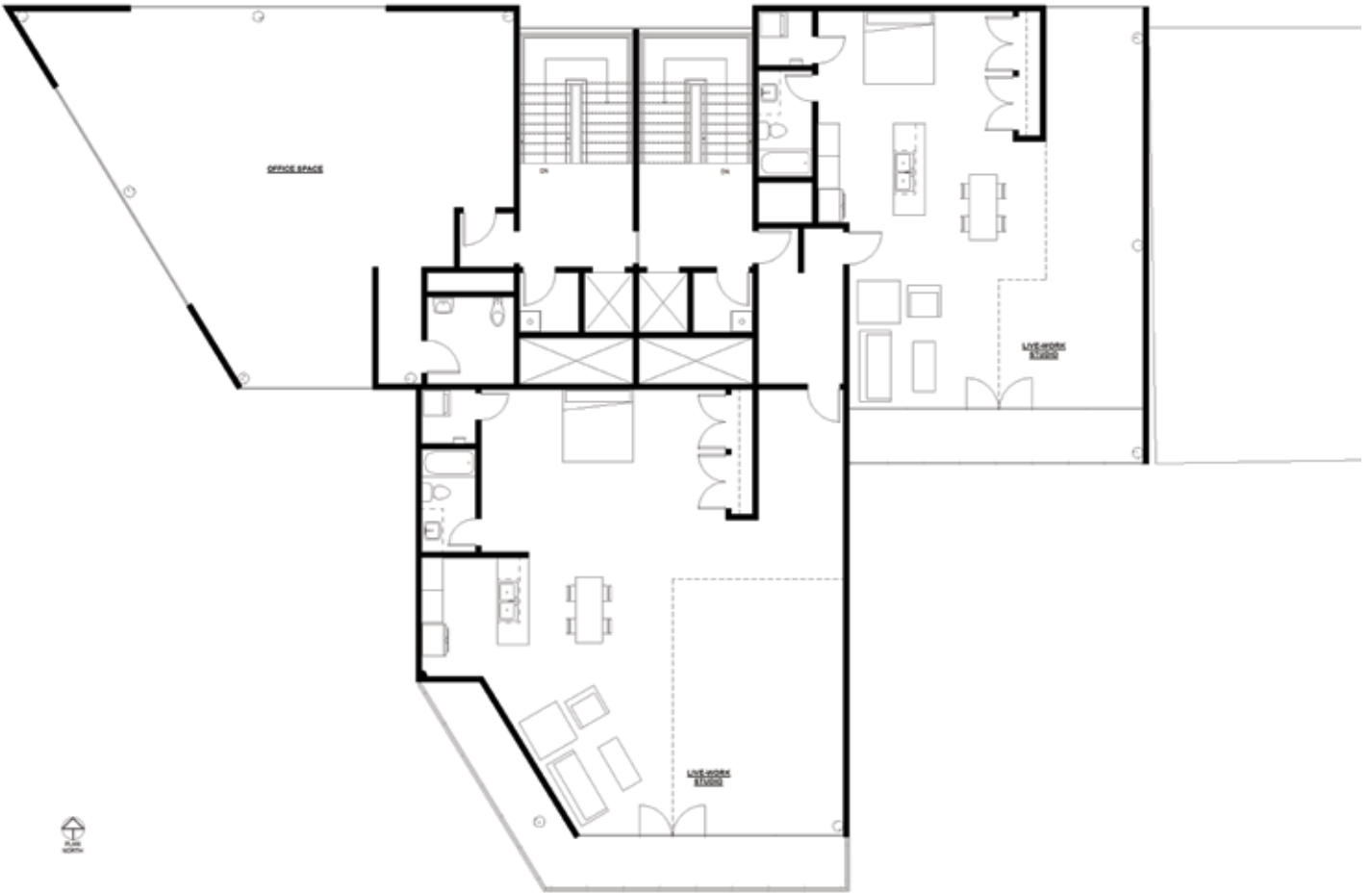


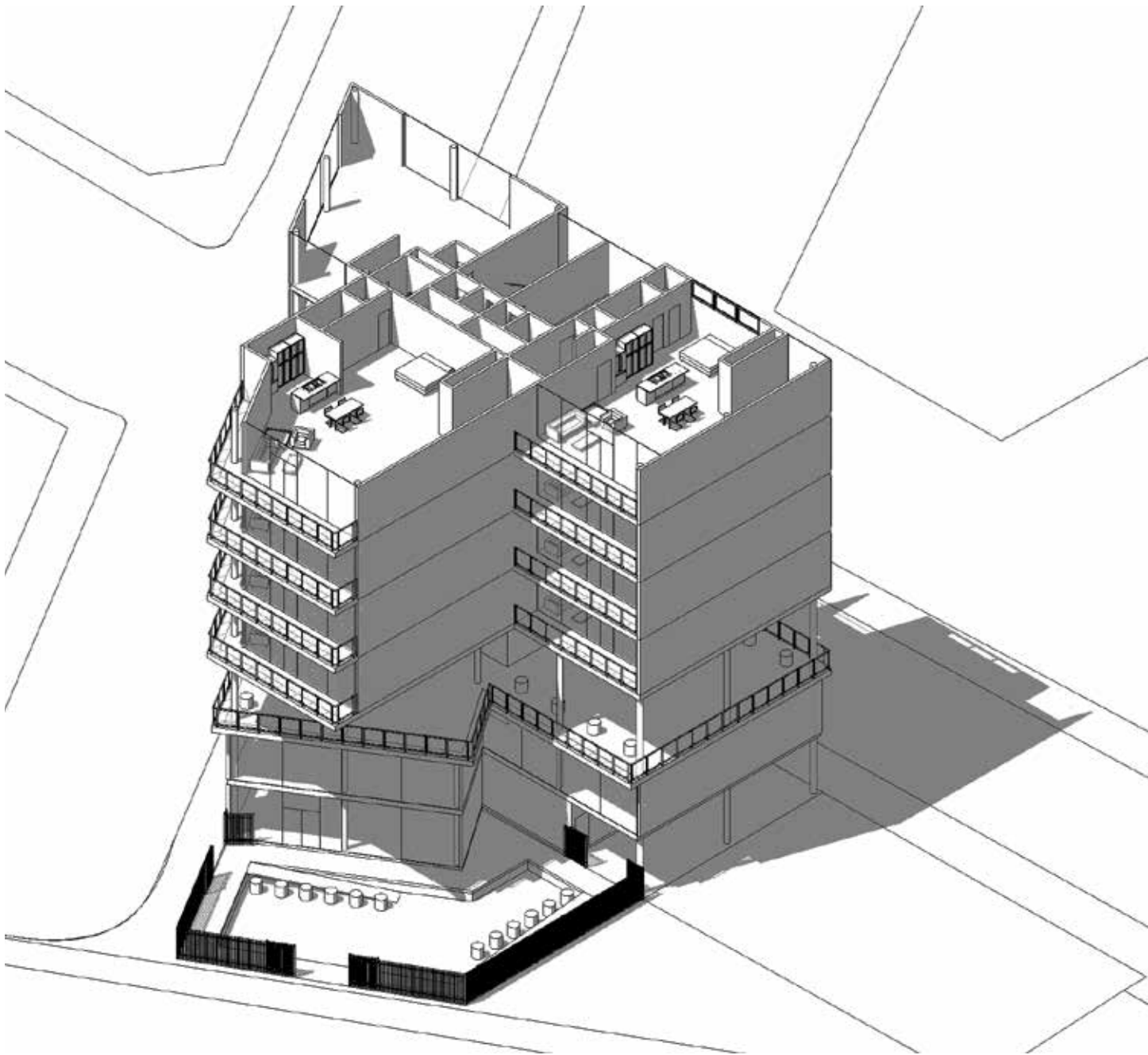


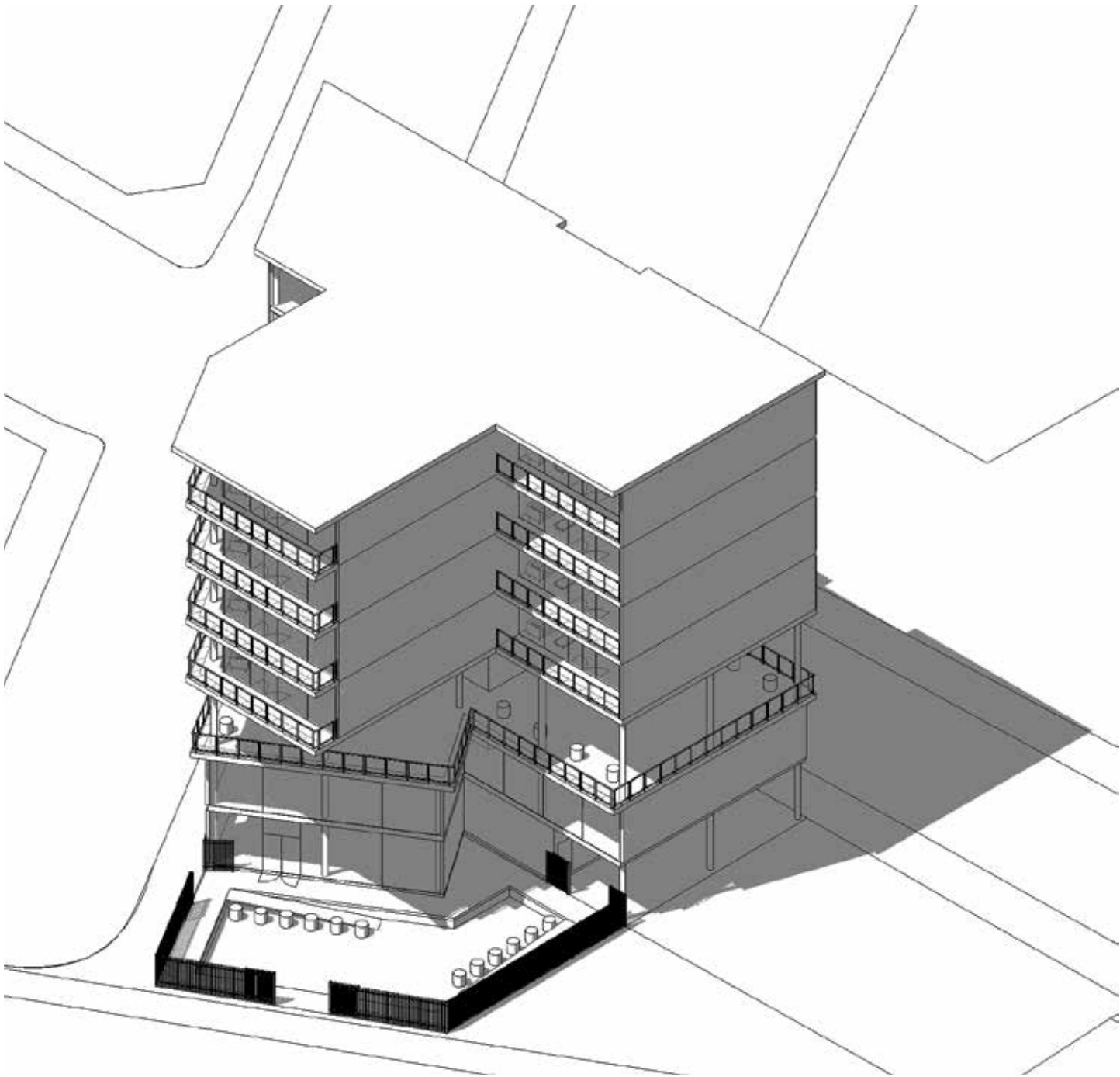


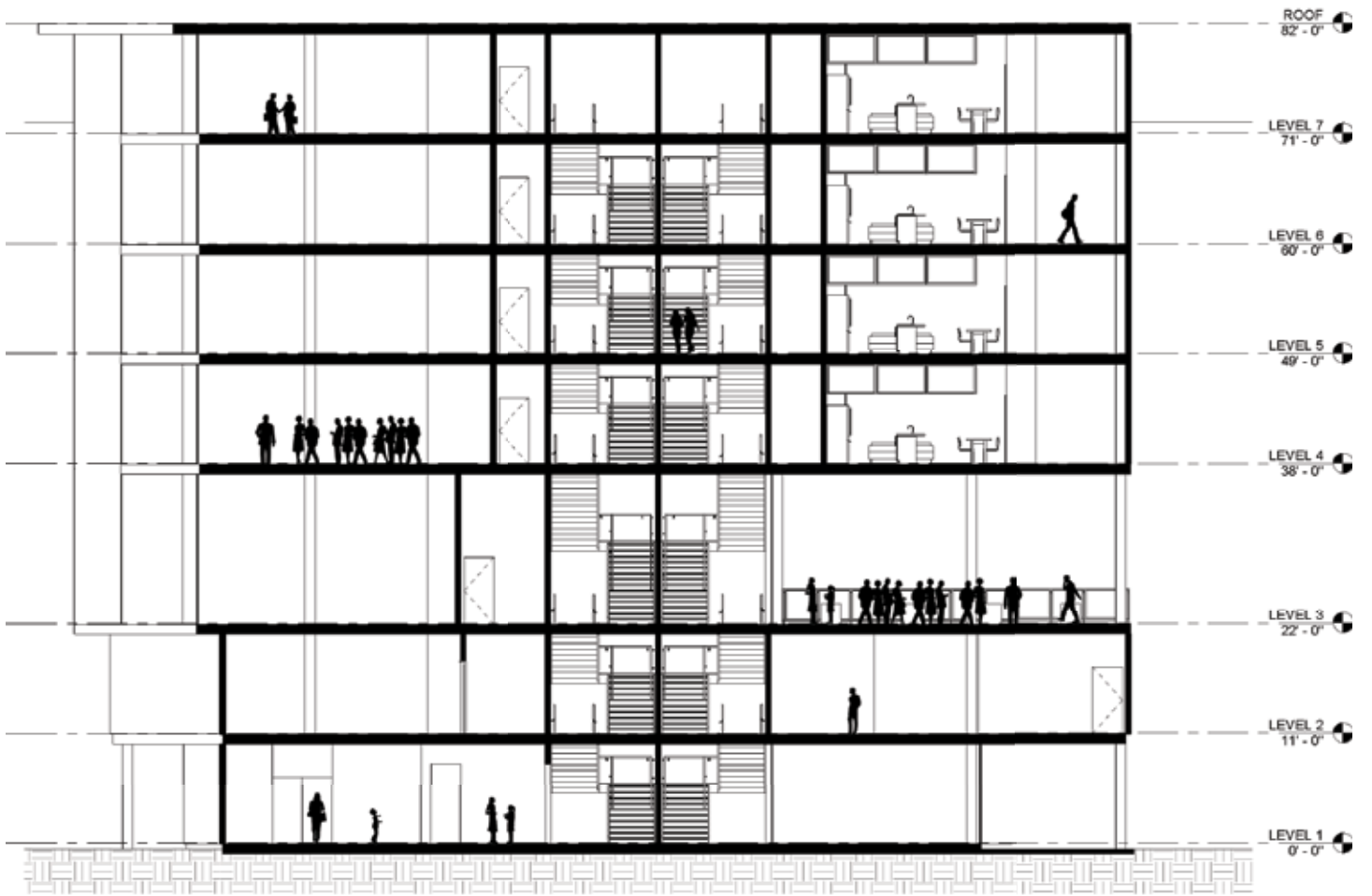


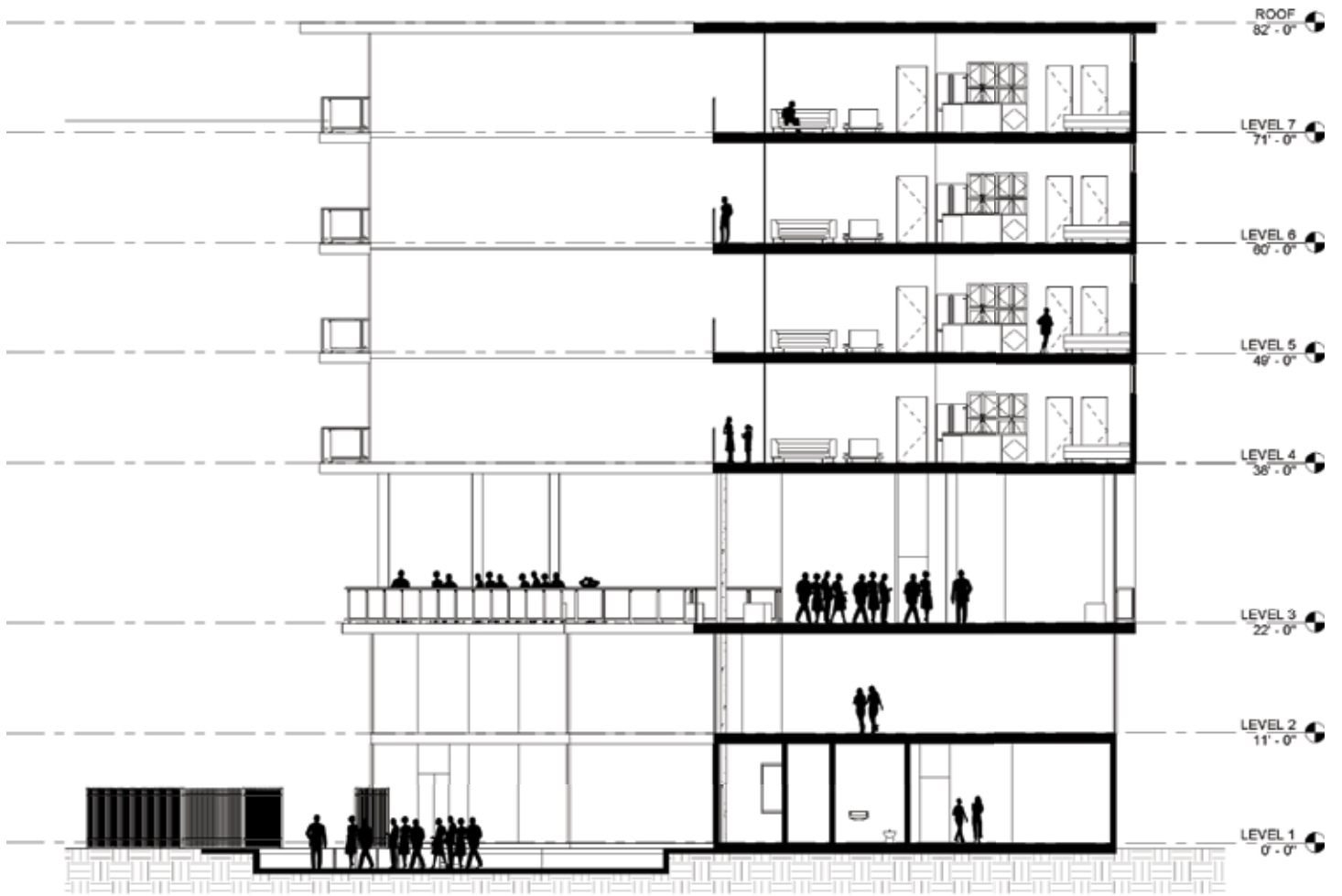




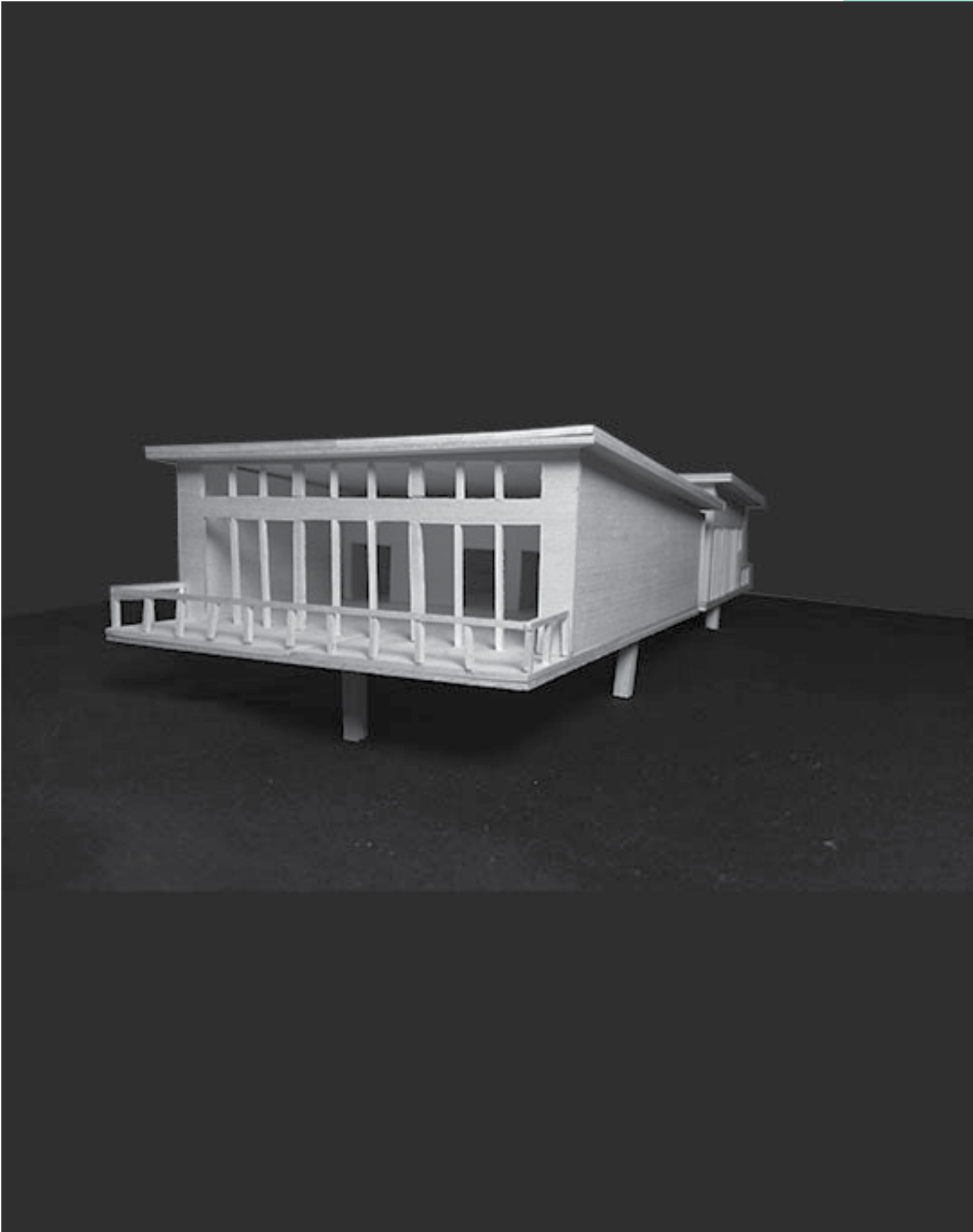














# An Artisan's Workshop

## Golden Gate Park, Haight-Ashbury

### San Francisco, CA, USA

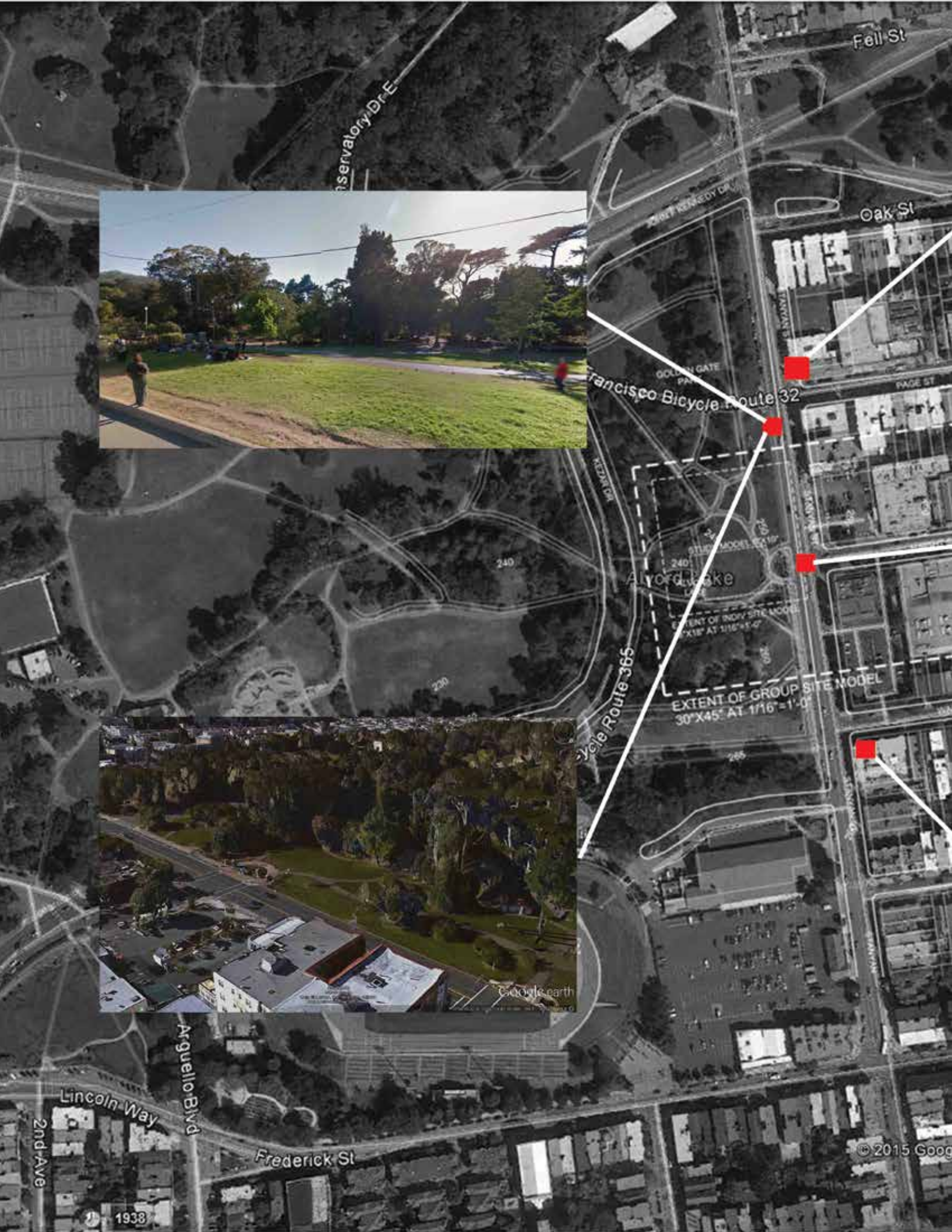
Introductory Design Studio 1  
Fall 2015

#### Problem

Inspired by the poem Riprap by Gary Snyder, a part of the eastern end of the Golden Gate Park is to become the canvas for a future artisan's workshop. The poem recalls a journey that an artist must go through in the creative process that can be embodied by a building and its placement on the land that also assist in carrying out this journey.

#### Solution

Woodworking is an ancient art that still is practiced today. albeit with modern tools and technology it has become more precise and accurate. It still requires an artist to have space to come up with ideas and plan their designs; store raw materials; prepare the material; work the material; moved off to the side to dry after being glued, painted, or stained and awaiting the next step; and to be stored until removed from the building to be placed elsewhere. The community aspect of the programming for my project is the ability for the public to come into the gallery and get close to the woodworkers but not completely invade the process of the artist.



San Francisco Bicycle Route 30

N



Cole



Page St



Belvedere



Hayes St



Valencia St



Clayton St

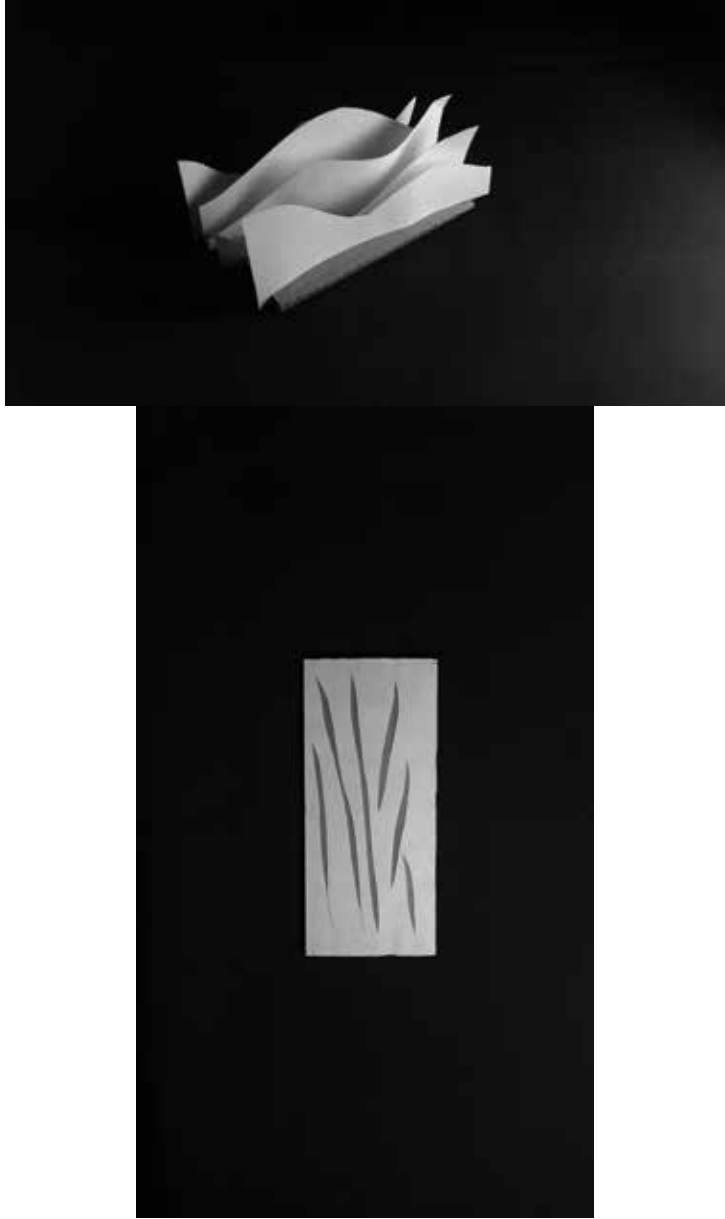
Downey St

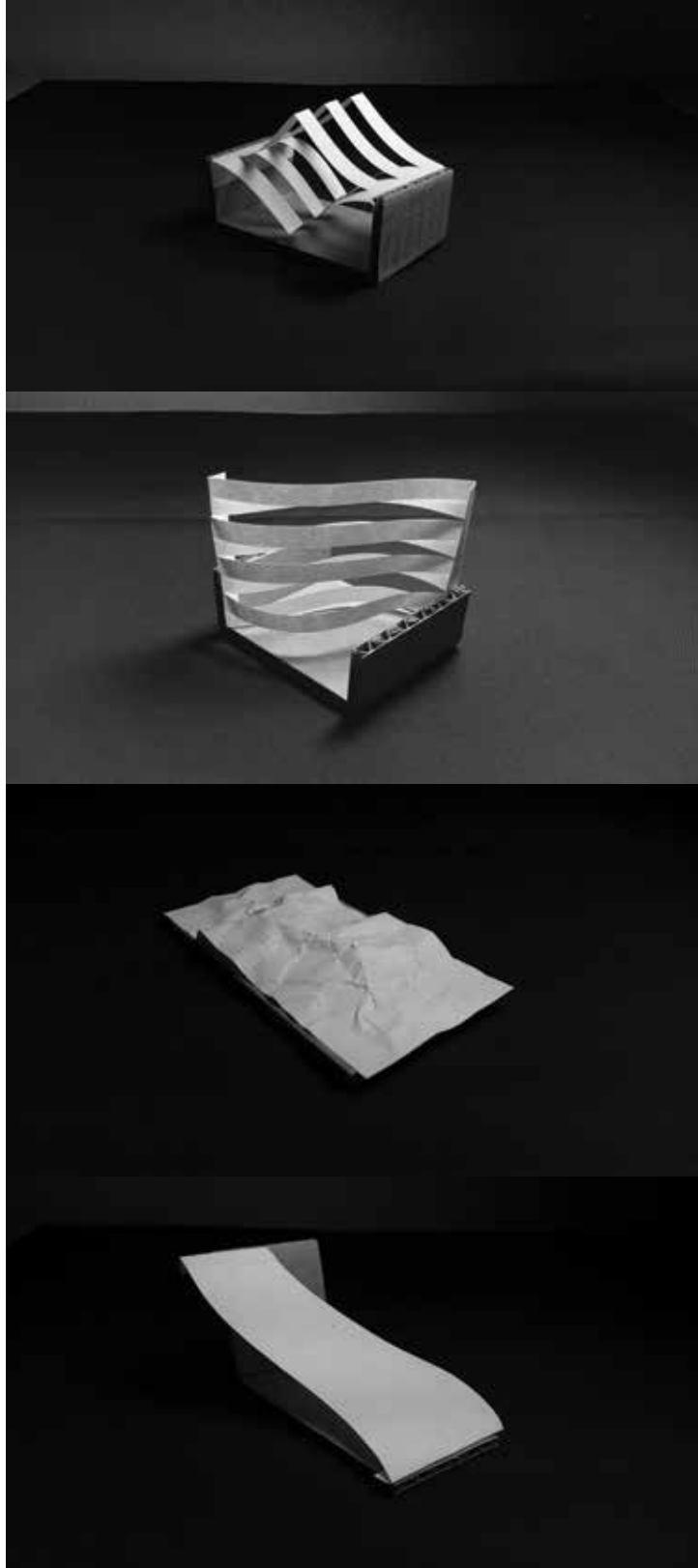
Ashbury St



Carl St

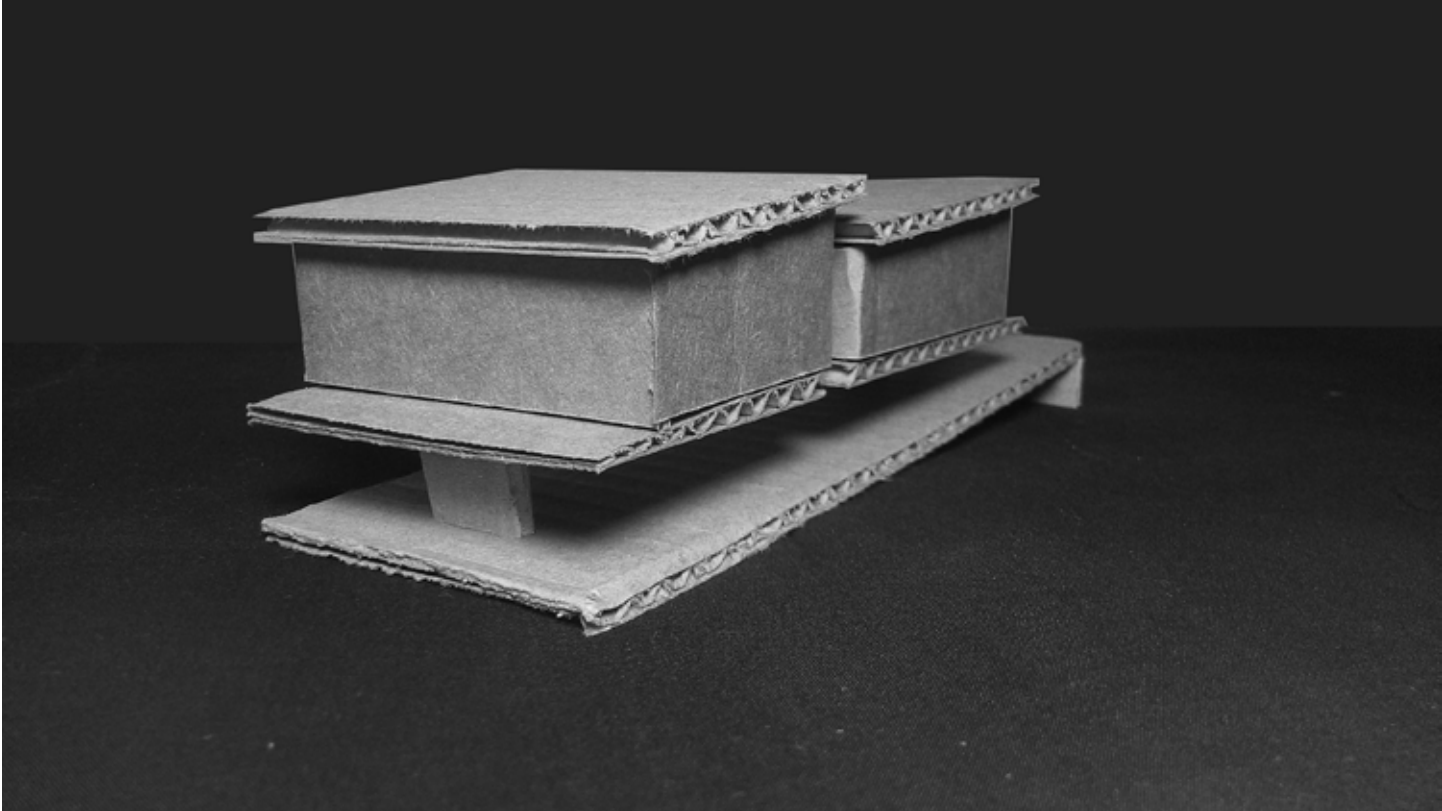
Google earth



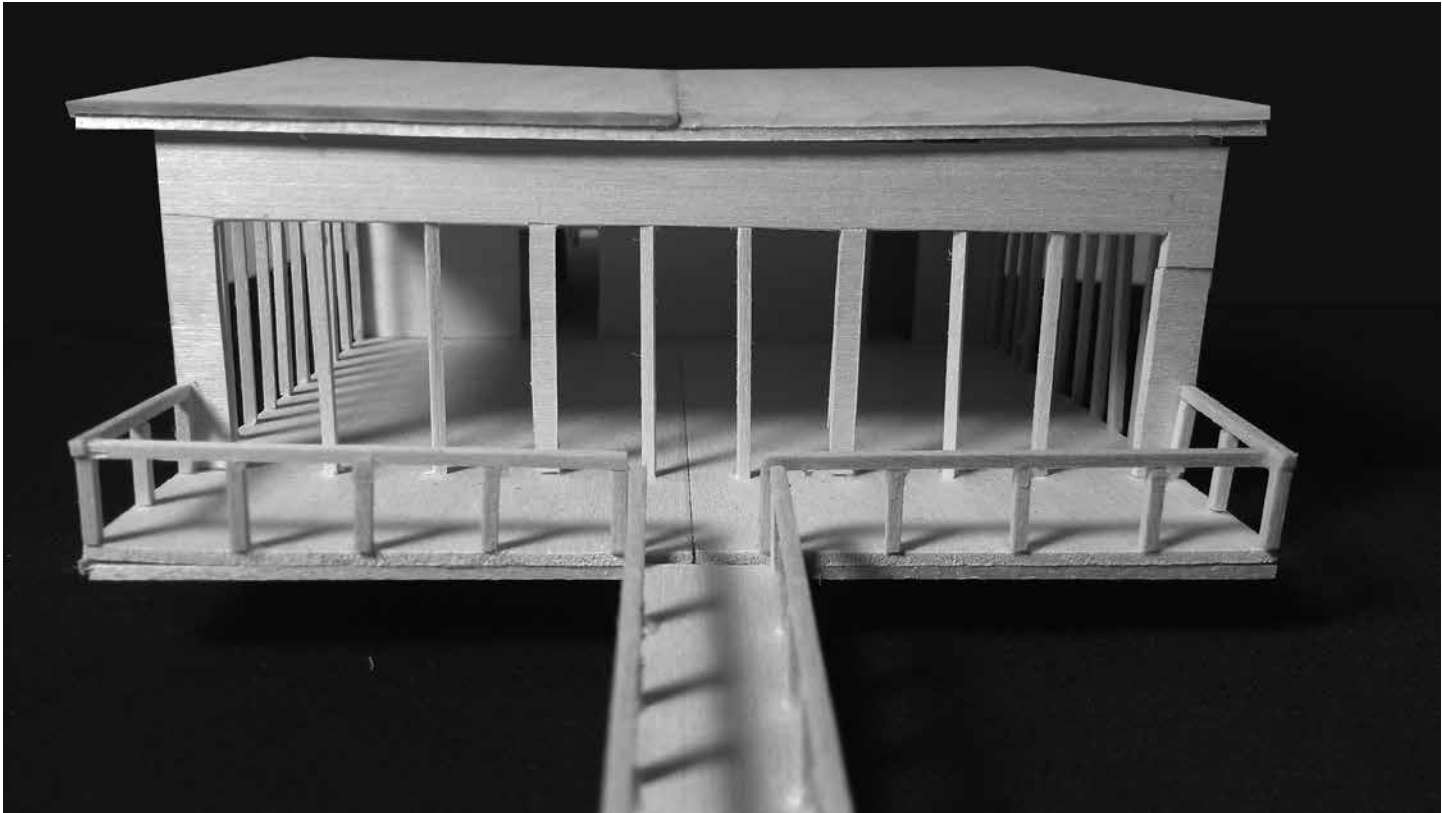




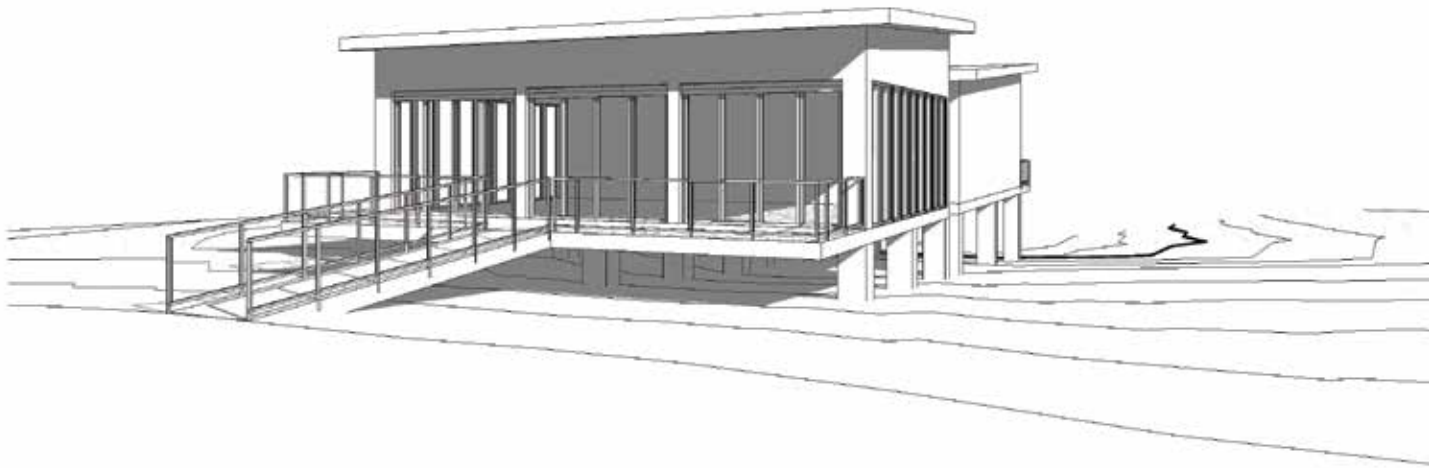
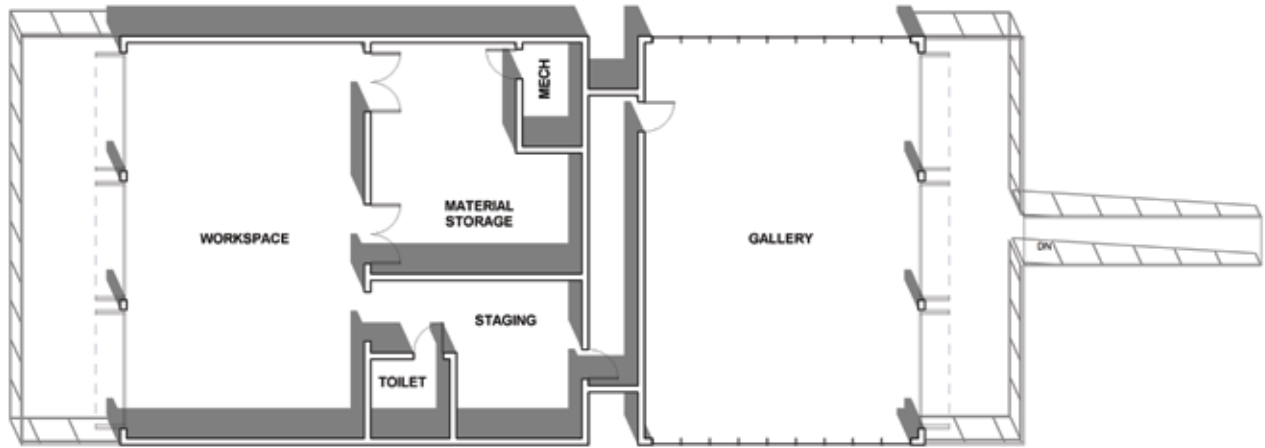


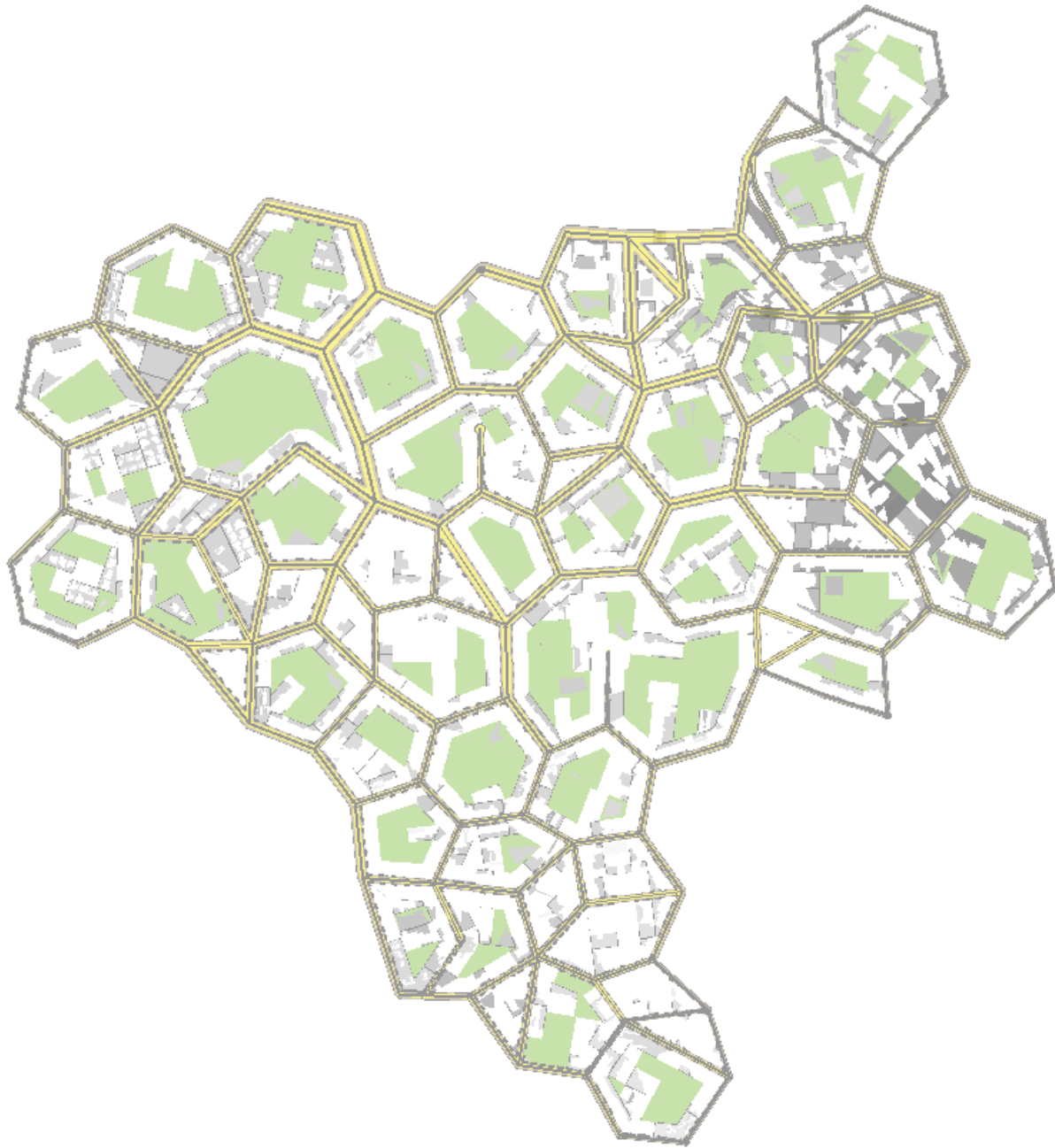












# City as a Selfie

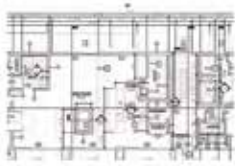
Digitally Generated Morphology  
Fall 2016

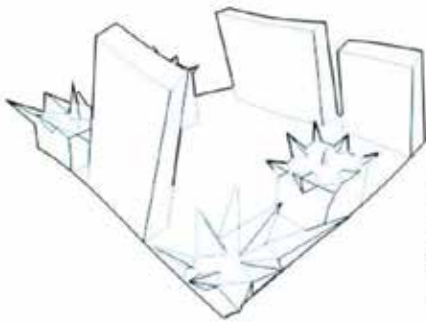
## Problem

The challenge for this project was to explore different aspects of a city and how it may be organized and how to start to develop some solutions to create something new. We were asked to create a mood board, explore iterations and transformations, explore 3D modeling, diagramming, story boards, lighting and material, photography, rendering, and animation.

## Solution

After analyzing an urban setting and combining my previous architecture education up to this point, I was to combine my skills and analysis to explore how I might create a city. The resulting work culminated into a 3D animation of the overarching idea of what a city might look like as it is organized as a reflection of myself.





**WAITING ROOM**  
 QUIET  
 SMALL CONVERSATIONS  
 RECEIPTS / DESK  
 DOOR TO BACK OFFICES  
 UNNATURAL LIGHT  
 COOL TEMPERATURE  
 CARPET  
 WOOD FURNITURE  
 PATTERNEED CUSHIONS



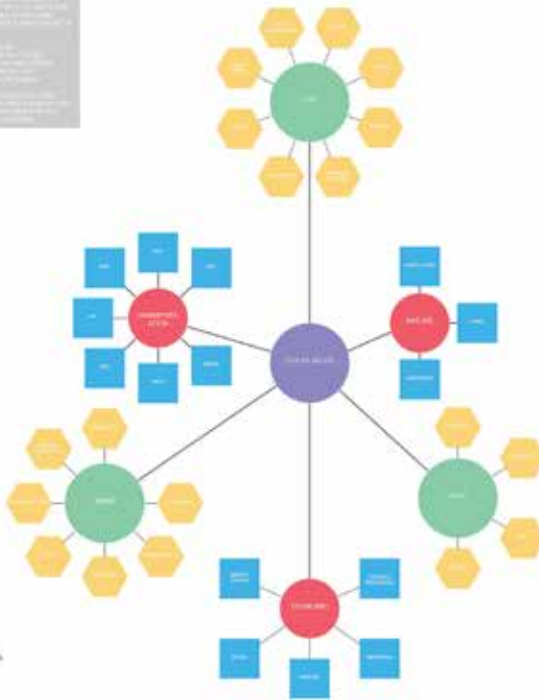
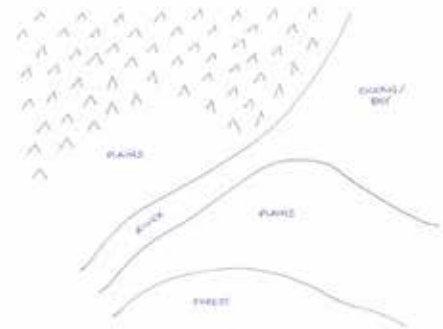
**COURTYARD**  
 PEOPLE MOVING THROUGH AND CONVERSATIONS  
 NATURAL LIGHT WITH SHADED AREAS  
 RARE CONCRETE WALKING SURFACES  
 WARM TEMPERATURES  
 BREEZE  
 DISTANT SOUNDS OF DOORS CLOSING  
 CONTAINING WITH PASSAGES WITH EYES CLOSED  
 AREA IS DRY



**WAREHOUSE CLUB**  
 BURSTS OF TRAFFIC AND CONVERSATIONS  
 COLDER WITH LIGHT DRAFT  
 SPEAKERS WITH MUSIC AND ANNOUNCEMENTS  
 RARE CONCRETE FLOORS  
 HIGH CEILINGS  
 SKY LIGHTS BARELY WITH ARTIFICIAL LIGHT  
 SMELL OF FOOD OR CLEANING SUPPLIES  
 ECHOS



**PARK**  
 NATURAL LIGHT  
 BARE TREES  
 SOUNDS OF TREES MOVING IN THE WIND  
 WARM WITH A COOL BREEZE  
 SOFT GRASS AND GROUND  
 GREEN COLOR WITH BROWN BRANCHES  
 OCCASIONAL SOUNDS OF PEOPLE COMMUNICATING  
 PEOPLE MOVING ABOUT AND PLAYING SPORTS  
 WIDE OPEN EXPERIENCE IN THE WIND  
 WET SPOTS FROM IRRIGATION OR PRECIPITATION



**CITY AS SELFIE**

UNTHINKABLE	NEUTRAL	WALL
IMPROVING	GRACE BARRAGE	WHEEL
IMPROVING	NUMEROUS	LOCAL PARTS
ADJUST	TRANSFORM	ETHNICITY
EXCELLENCE	OPEN	INNOVATIVE
PROFIT AND	INFINITE	TECHNOLOGY
QUALITY/VALUE	LIGHT	INDICATE THE ONE NOT REPUBLIC
BUILDINGS	SAFE	WALL OF THE WALL
CONSIDERING THE	POST-LOCKER	DATE WALL WITHIN THE WALL
PERFORMANCE/RESULTS	CLASHES	BATTLE
CONVULSION	RECONSTRUCT	FRAGILE
CLASHES	PROUD	GRAND
CLASHES	WIND	WALLS BARRAGE





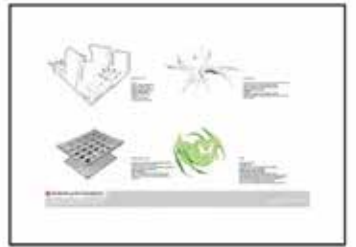
SHOT 1 - TITLE APPEARS WITH TYPEFACE TRANSITION FROM BLANK SCREEN. IT TRANSITIONS TO A BLANK SCREEN.



SHOT 2 - OPENING CREDITS APPEAR ONE LINE AT A TIME AND THEIR TRANSITION TO THE MUSIC BEGINS.



SHOT 3 - MONTAGE WITH 12 SCENES INTO VIEW WHICH ARE EACH CULMINATE FROM A RELATED MUSIC BEAT/PHRASE.



SHOT 4 - SLIDE SCENES INTO VIEW THROUGH CLUSTER BY VIEW THAT FALLS IN TO VIEW. SLIDE TRANSITION TO BLANK BACKGROUND.



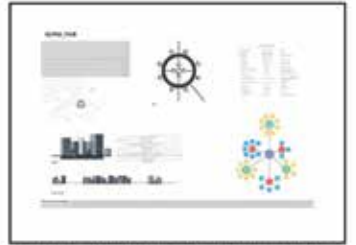
SHOT 5 - SLIDE TRANSITION IN FROM OUTSIDE THE SHOT AND SCALING UP REVEALS EACH ITEM REVEALS TO CAMERA TAKING VIEW OF THIS LOCATION. SHOT IS HELD SO IT CAN BE VIEWED. VIEW TRANSITION TO BLANK.



SHOT 6 - SLIDE TRANSITION IN FROM OUTSIDE THE SHOT AND SCALING UP REVEALS EACH ITEM REVEALS TO CAMERA TAKING VIEW OF THIS LOCATION. SHOT IS HELD SO IT CAN BE VIEWED. VIEW TRANSITION TO BLANK.



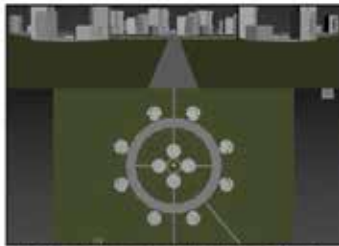
SHOT 7 - SLIDE TRANSITION IN FROM OUTSIDE THE SHOT AND SCALING UP REVEALS EACH ITEM REVEALS TO CAMERA TAKING VIEW OF THIS LOCATION. SHOT IS HELD SO IT CAN BE VIEWED. VIEW TRANSITION TO BLANK.



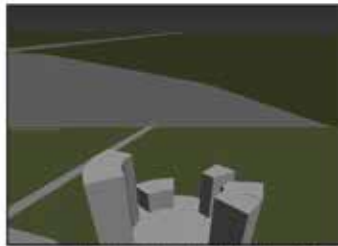
SHOT 8 - SLIDE TRANSITION IN FROM OUTSIDE THE SHOT AND SCALING UP REVEALS EACH ITEM REVEALS TO CAMERA TAKING VIEW OF THIS LOCATION. SHOT IS HELD SO IT CAN BE VIEWED. VIEW TRANSITION TO BLANK.



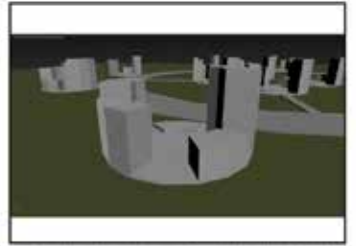
SHOT 9 - SLIDE TRANSITION IN FROM OUTSIDE THE SHOT AND SCALING UP REVEALS EACH ITEM REVEALS TO CAMERA TAKING VIEW OF THIS LOCATION. SHOT IS HELD SO IT CAN BE VIEWED. VIEW TRANSITION TO BLANK.



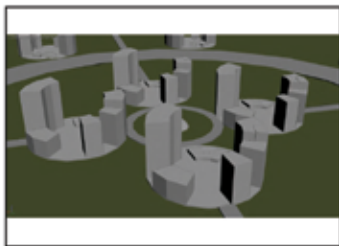
SHOT 10 - WIDE TO MEDIUM SHOT TRANSITION TO HIGH ANGLE. SHOT REVEALS BOUNDARY ROAD AS VIEWING THE CLUSTER TAKING CAMERA TO SHOT TO A TOP DOWN VIEW SHOWING THE LAYOUT BEING TO BECOME TO CLUSTER TO VIEW IN THE BACKGROUND.



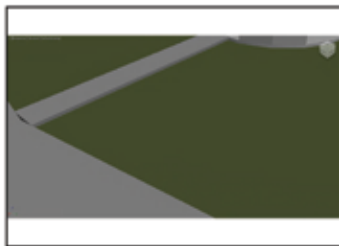
SHOT 11 - MEDIUM TO MEDIUM CLOSE UP CAMERA MOVES DOWN TO ROAD AND BEGINS TO APPROACH A CLUSTER THAT SHOWS TO BE A CLUSTER TAKING CAMERA TO SHOT TO A TOP DOWN VIEW SHOWING THE LAYOUT BEING TO BECOME TO CLUSTER TO VIEW IN THE BACKGROUND.



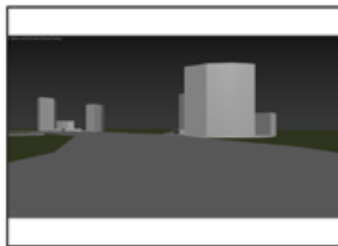
SHOT 12 - MEDIUM CLOSE UP CLUSTER IN NEW FIELD DEVELOPS AND CAMERA IS MOVING AROUND THE PERIPHERY. ITS SHAPES AND ORGANIZATION CAN BE SEEN AS A WHOLE.



SHOT 13 - MEDIUM WIDE SHOT. VIEW MOVES AWAY FROM CLUSTER TO SHOW OTHER CLUSTERS EXISTING FROM NEARBY AS THEY APPEAR IN THE VIEW.



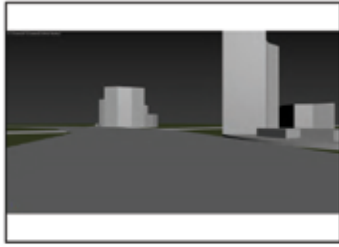
SHOT 14 - CLOSE UP. EXPLORING THE AGRICULTURE AREAS SHOWING MOVEMENT OF CROPS GROWING AND BEING HARVESTED. SUN POSITION PROGRESSES TO ABOUT NOON.



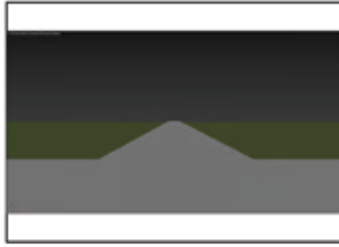
SHOT 15 - MEDIUM CLOSE UP. CLUSTER BEING SHOWN WITH ARCHITECTURAL TRAFFIC AND POSSIBLE PROGRESS BEING MADE AS THE CAMERA TAKES BEING SHOWN. ROAD AND THE TRANSITION TO THE CIRCULAR ROAD THAT ALLOWS EASE OF MOVING FROM CLUSTER TO CLUSTER.



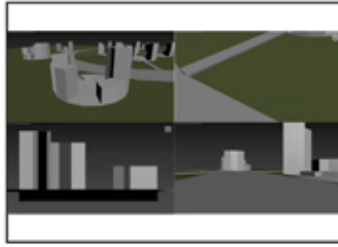
SHOT 16 - CLOSE UP. FOCUS SHIFTS TO A CROSS SECTION OF A CLUSTER OPERATING AS USUAL AND THEN BACK TO THE ROAD AS THE SUN IS MOVING DOWN TOWARD DUSK.



SHOT 17 - MEDIUM TO FULL SHOT. CAMERA OVER THE ROAD AFTER LEAVING A CLUSTER HEADS TOWARD THE EDGE OF THE CITY AT DUSK.



SHOT 18 - VIEW IS THAT OF LEAVING THE CITY AT NIGHT AS VIEW TRANSITION TO A BLANK SCREEN MUSIC COMPLETES AND TRANSITION TO DUST BACKGROUND MUSIC.



SHOT 19 - SLIDESHOW OF DIFFERENT RENDERINGS SHOWING USE OF DIFFERENT AREAS OF THE CITY USE OF DIFFERENT TRANSITION INTO THIS SHOT AND TRANSITION OUT TO THE CLASSICS.



SHOT 20 - MUSIC CREDIT TRANSITION FROM OFF SCREEN.



SHOT 21 - CLOSING CREDITS SHOWS THEN TRANSITION OUT.



SHOT 22 - CLOSING CREDITS SHOWS THEN TRANSITION OUT.



SHOT 23 - CLOSING CREDITS SHOWS THEN TRANSITION OUT.



SHOT 24 - CLOSING CREDITS SHOWS THEN TRANSITION OUT.

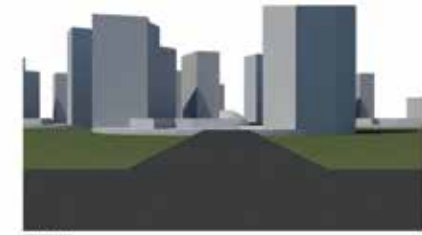






ALPHA\_FIVE

ALPHA\_FIVE  
 A conceptual urban plan for a city block, focusing on the integration of green spaces and public infrastructure. The plan is characterized by a central courtyard and a network of pedestrian paths and public transit routes. The design emphasizes a high density of green spaces and a strong sense of community.



SKYSCAPE



BLOCK FORM



ILLUMINATION: DARK SKY COMPLIANT  
 PHOTO COURTESY OF THE URBAN DESIGN CENTER, UNIVERSITY OF CALIFORNIA, BERKELEY



GREENSPACE



ROOFTOP GARDENS  
 PHOTO COURTESY OF THE URBAN DESIGN CENTER, UNIVERSITY OF CALIFORNIA, BERKELEY



VEHICLE TRANSIT INCLUDING PUBLIC TRANSPORTATION



PEDESTRIAN NETWORK INCLUDING BIKING









# Digital Fabrication

## 3D Scanning

## Digital Modeling

## Physical Modeling

### Digitally Generated Fabrication

Spring 2017

#### Problem

The task was to scan and model, digitally and physically, a simple and complex object and to create a new object from the complex model through a series of transformations. Out of about 21 failed attempts to capture a simple model for the first time, my wife offered one of her statuettes for me to try and I was able to scan the object with the most success. Not as many attempts were made in order to procure a successful scan for the complex object in ReMake.

#### Solution

After the captures and models created in ReMake, the result was exported and imported into Rhinoceros for further processing. A contour model was planned in 123D Make and created using 2-ply museum/matte board. An eggcrate model was created in the same program using 2-ply museum board with the method of using radial slices rather than perpendicular, interlocking slices due to its shape. The simple model that was created in Rhinoceros was exported and 3D printed using ABS filament material. The chameleon's tail is an example of aggregation in nature and served as inspiration for the transformations resulting in the final composite model.

statuette\_1.rcm - ReMake

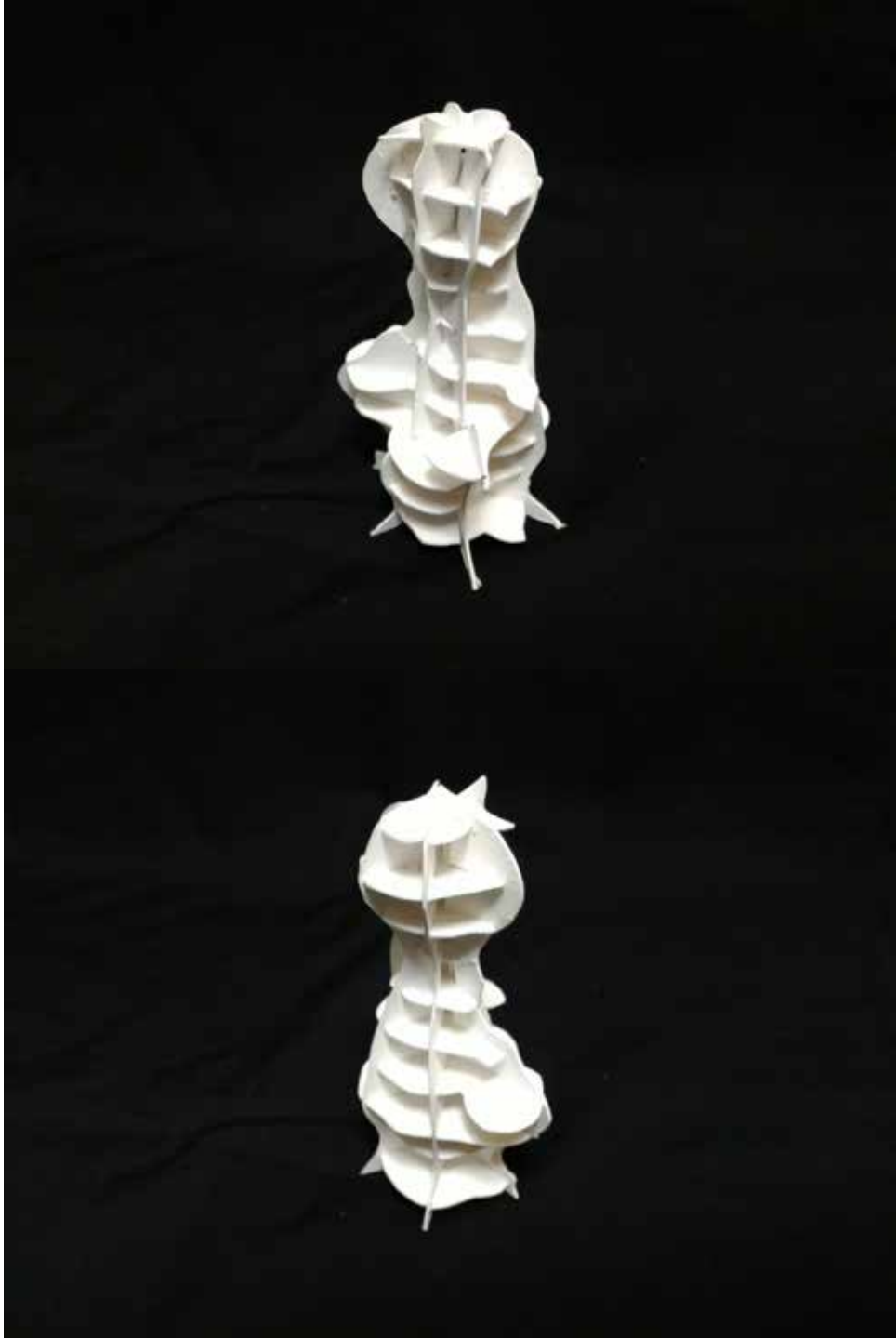


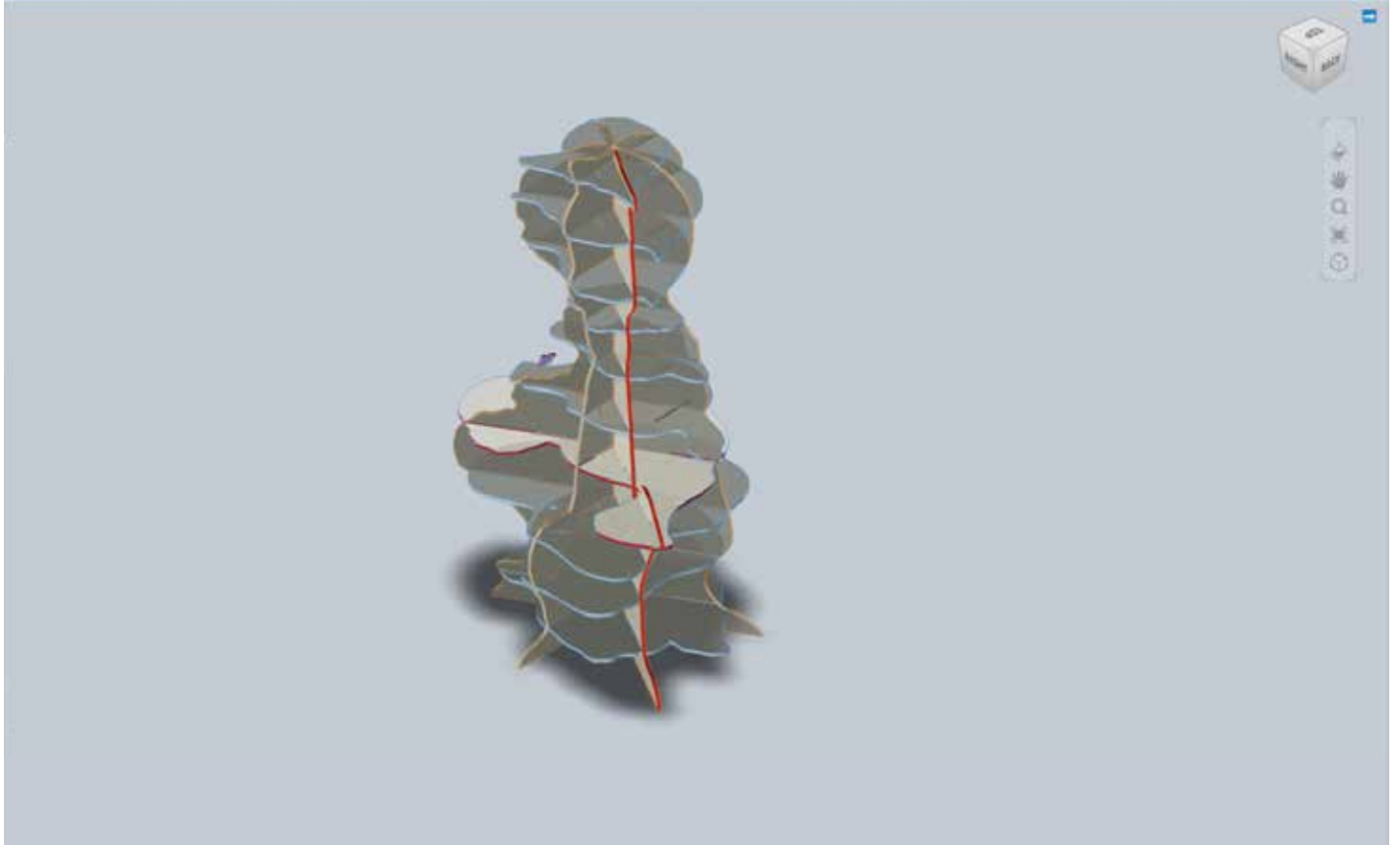








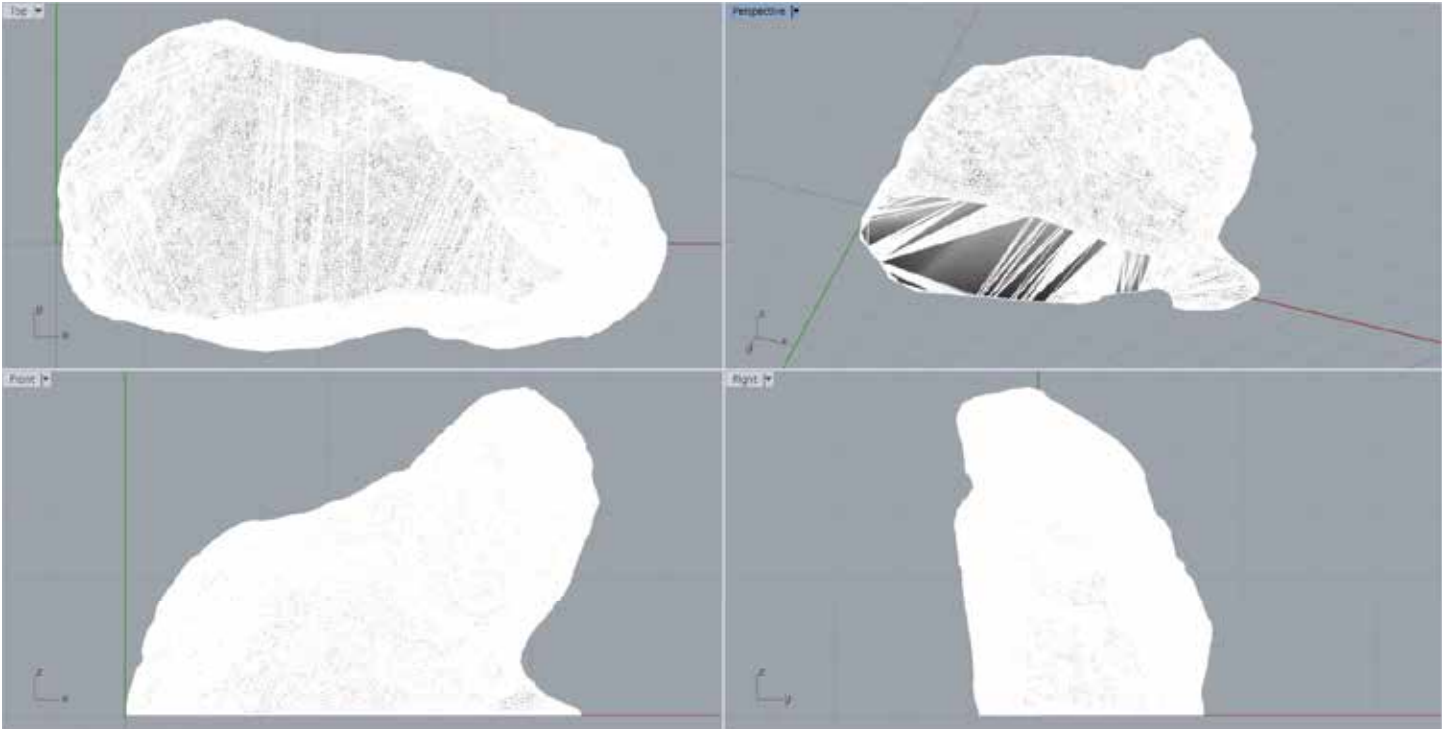


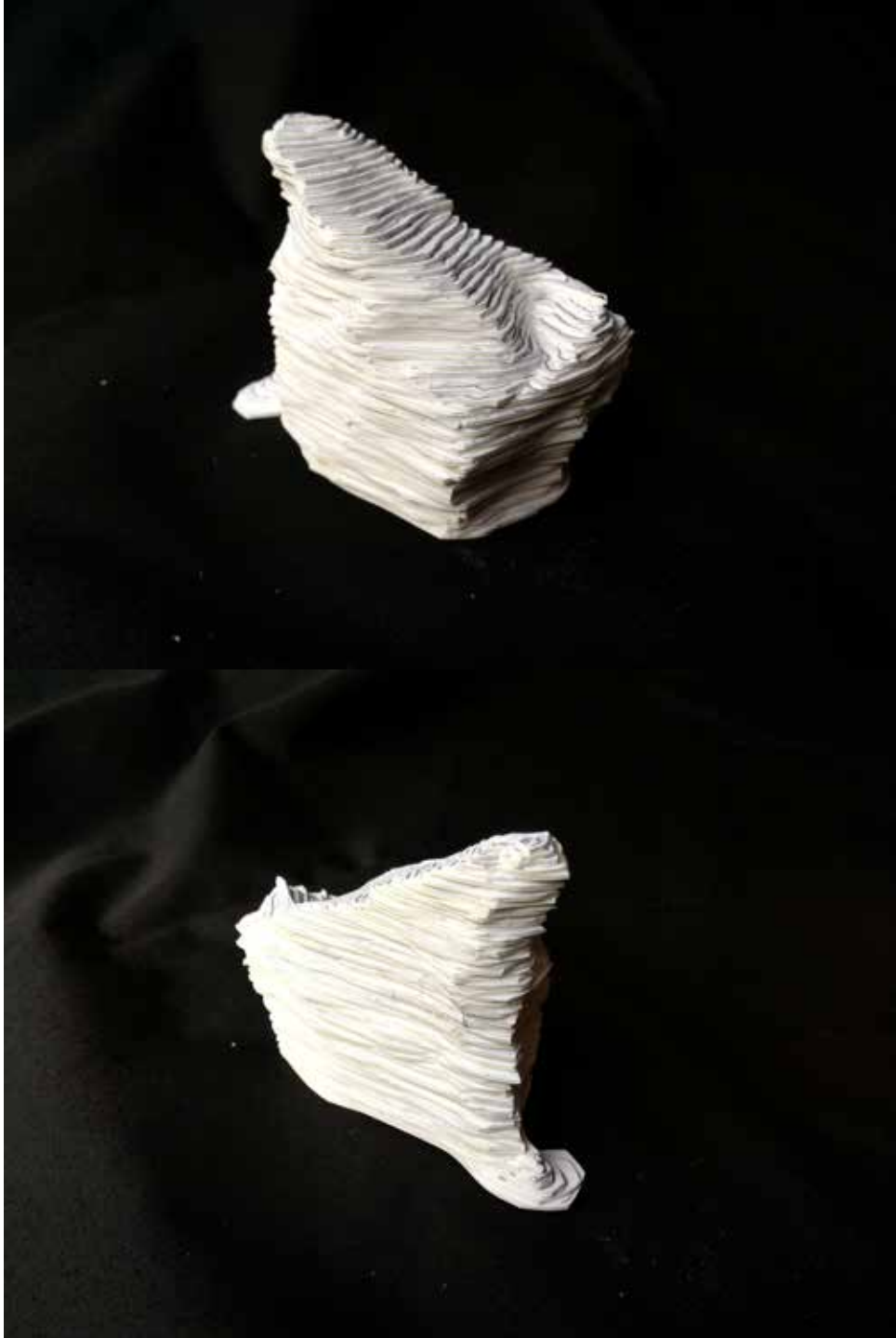




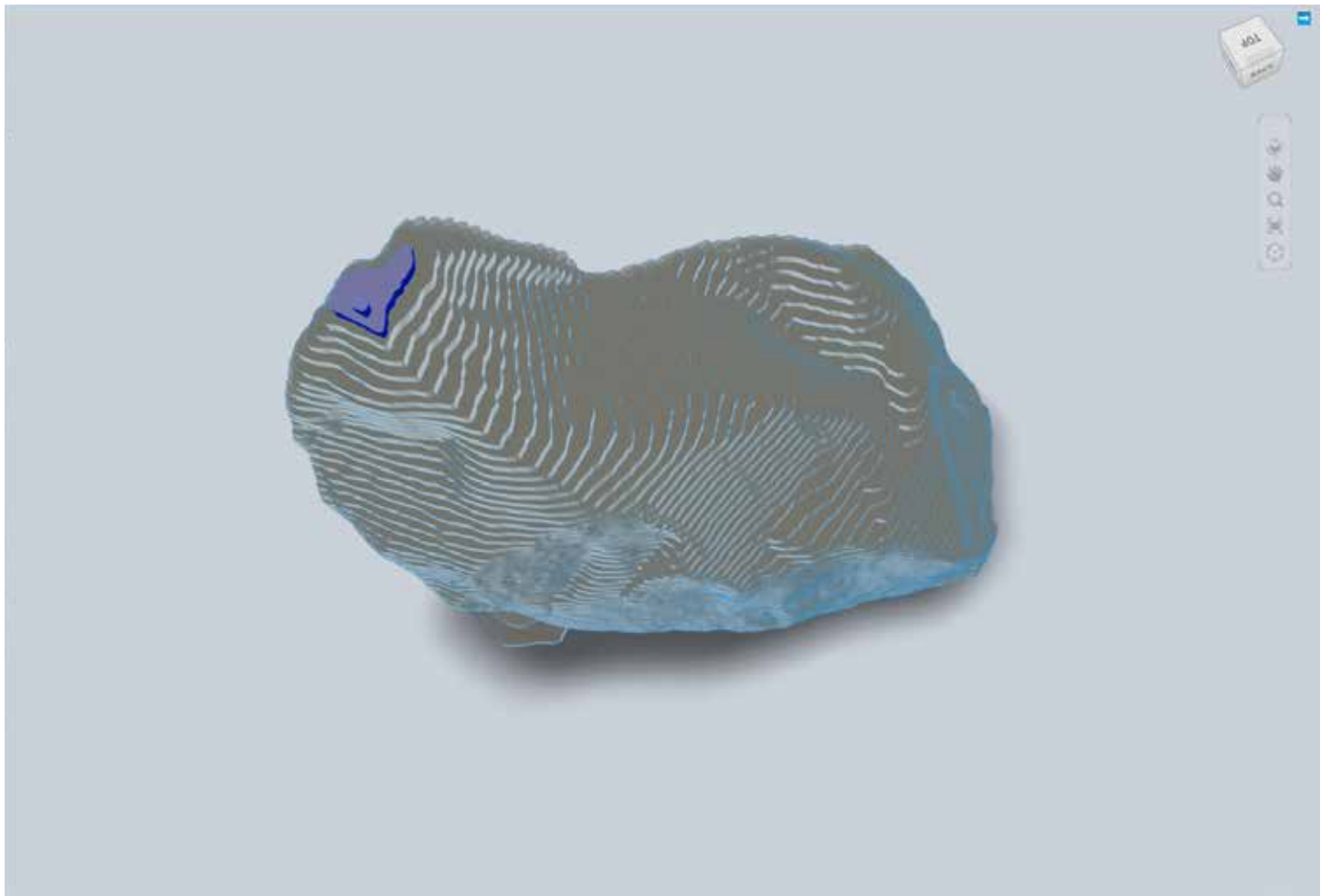
rock\_1\_21cm - ReMake





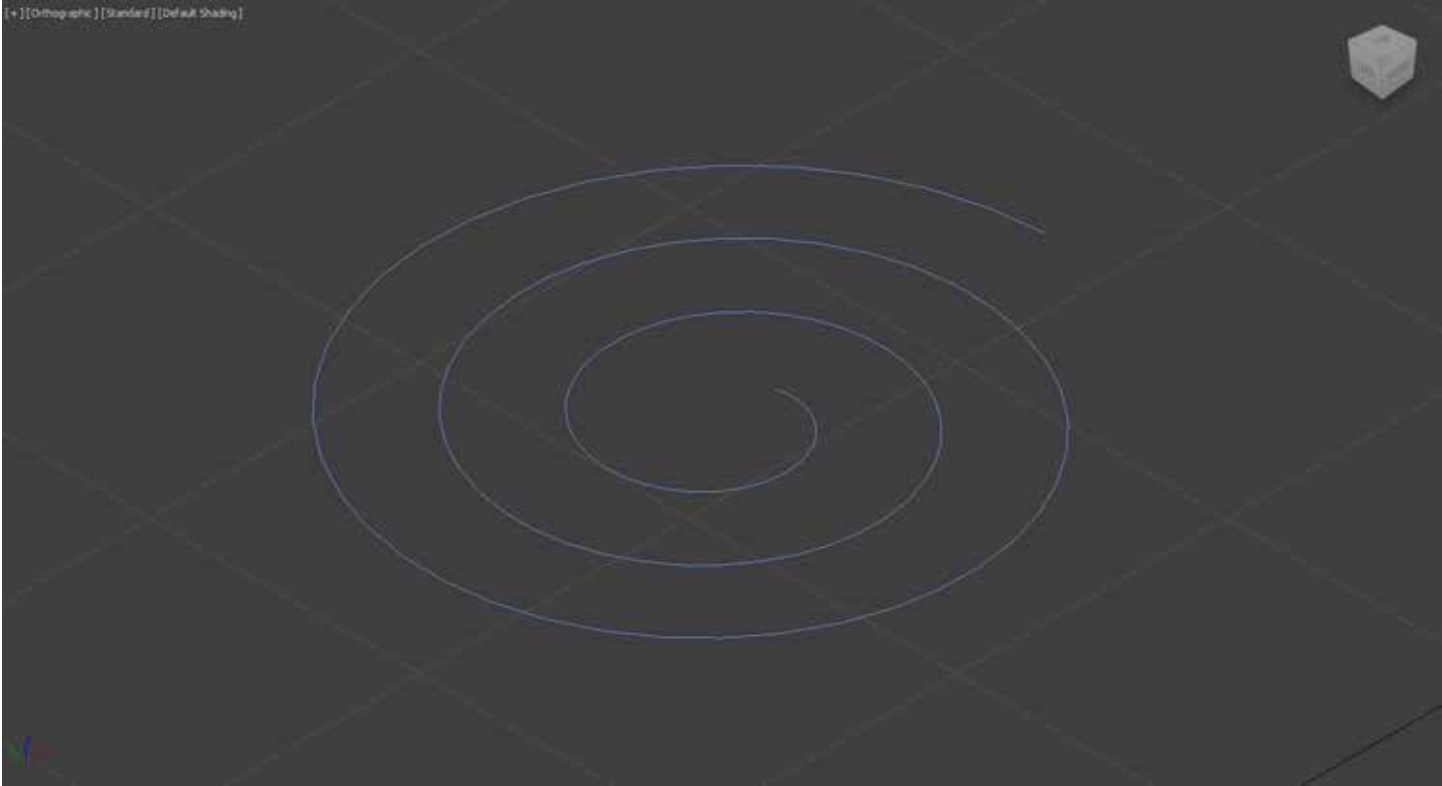




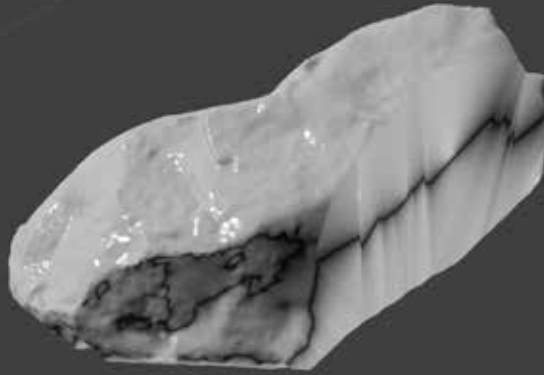




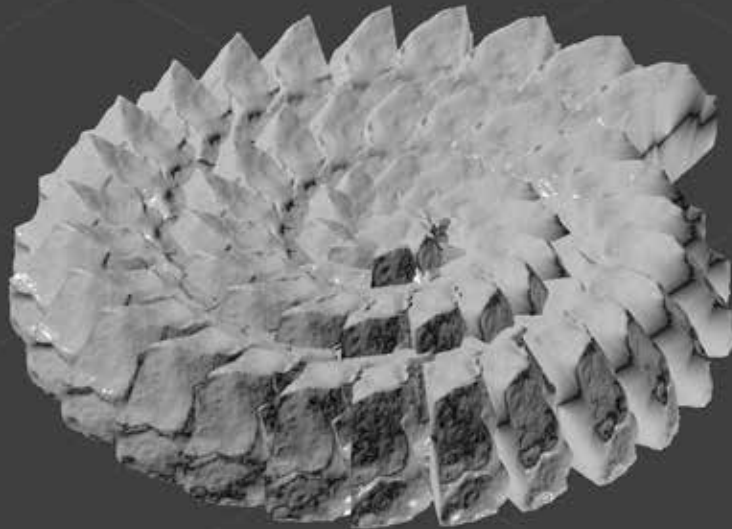




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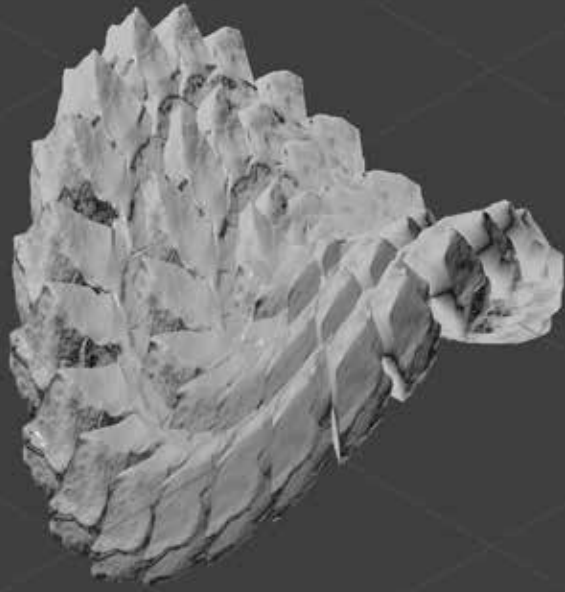


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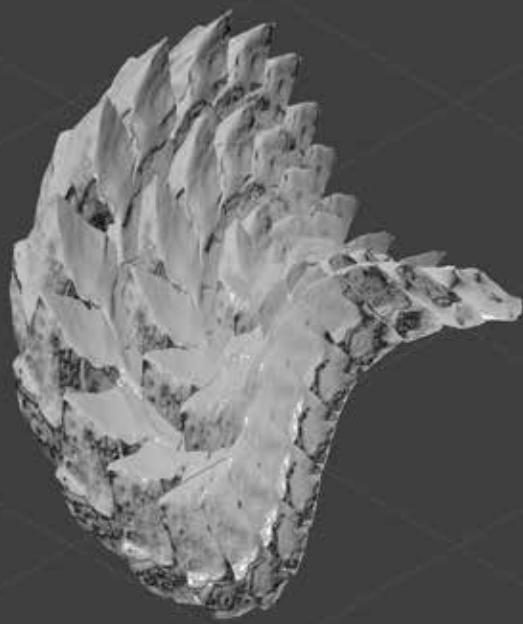




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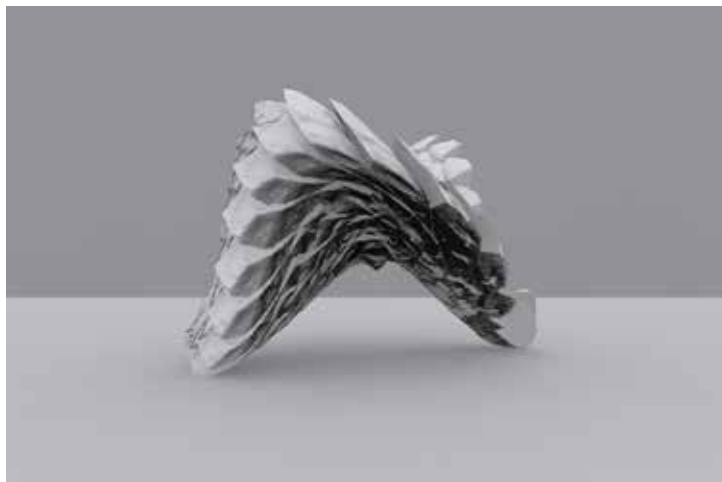


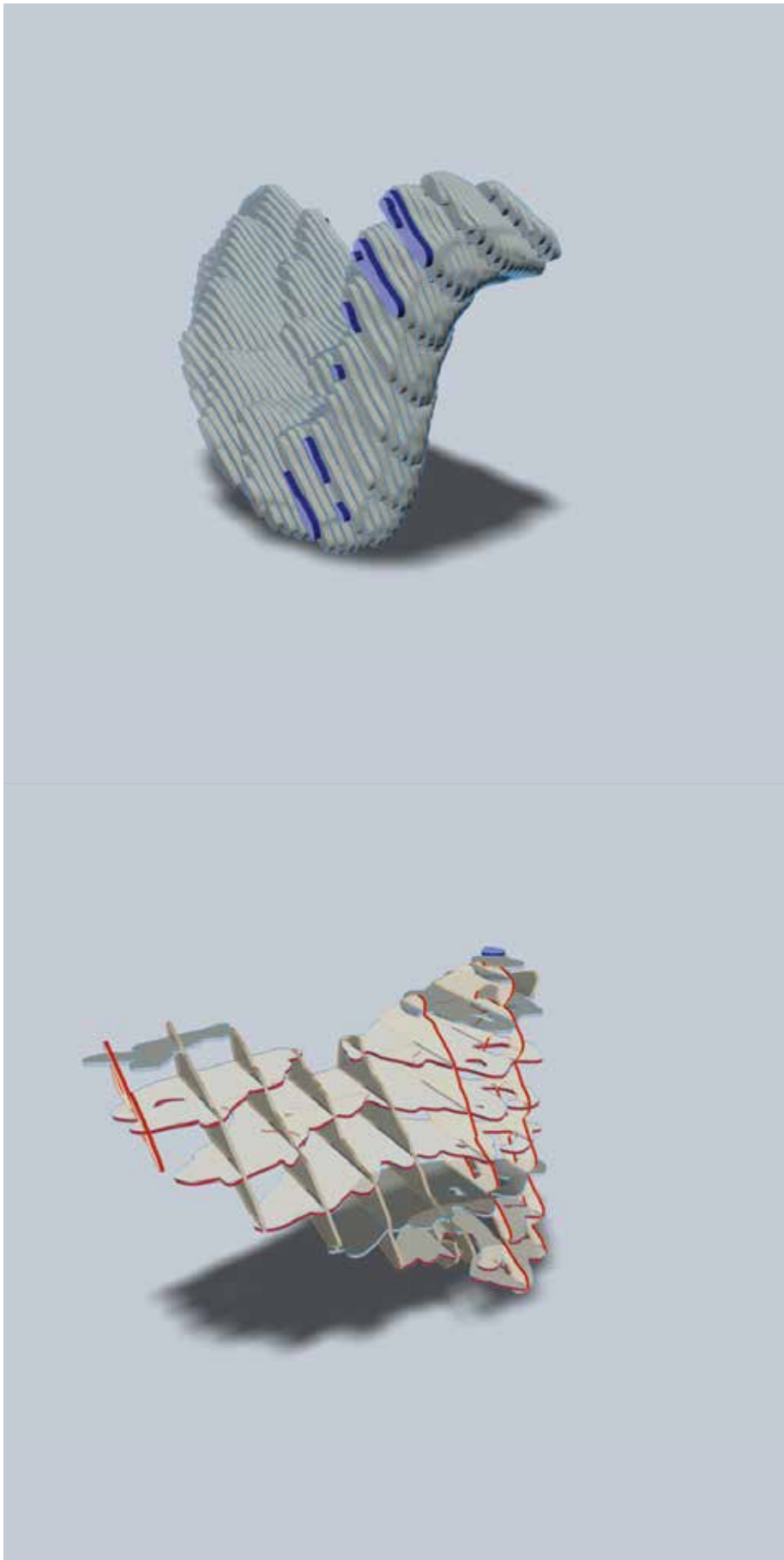
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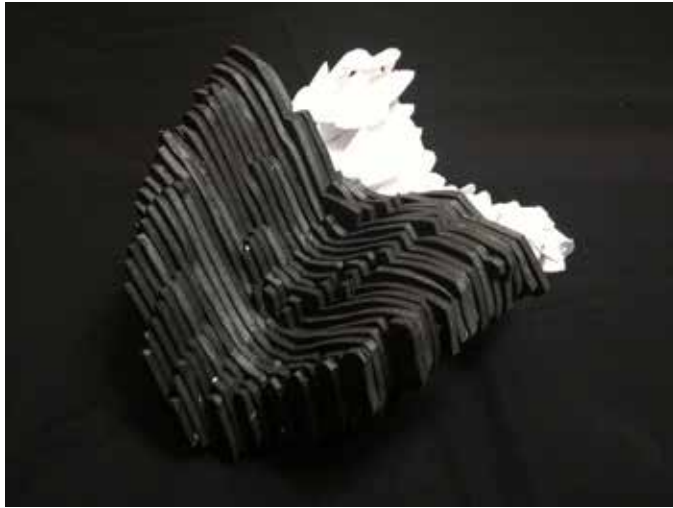
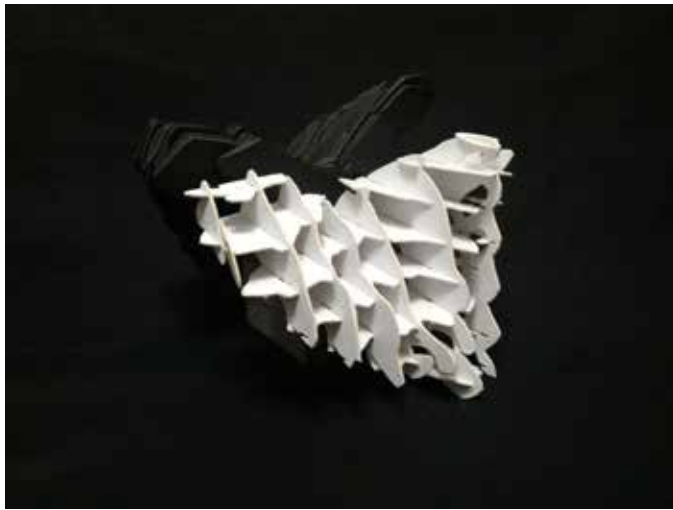


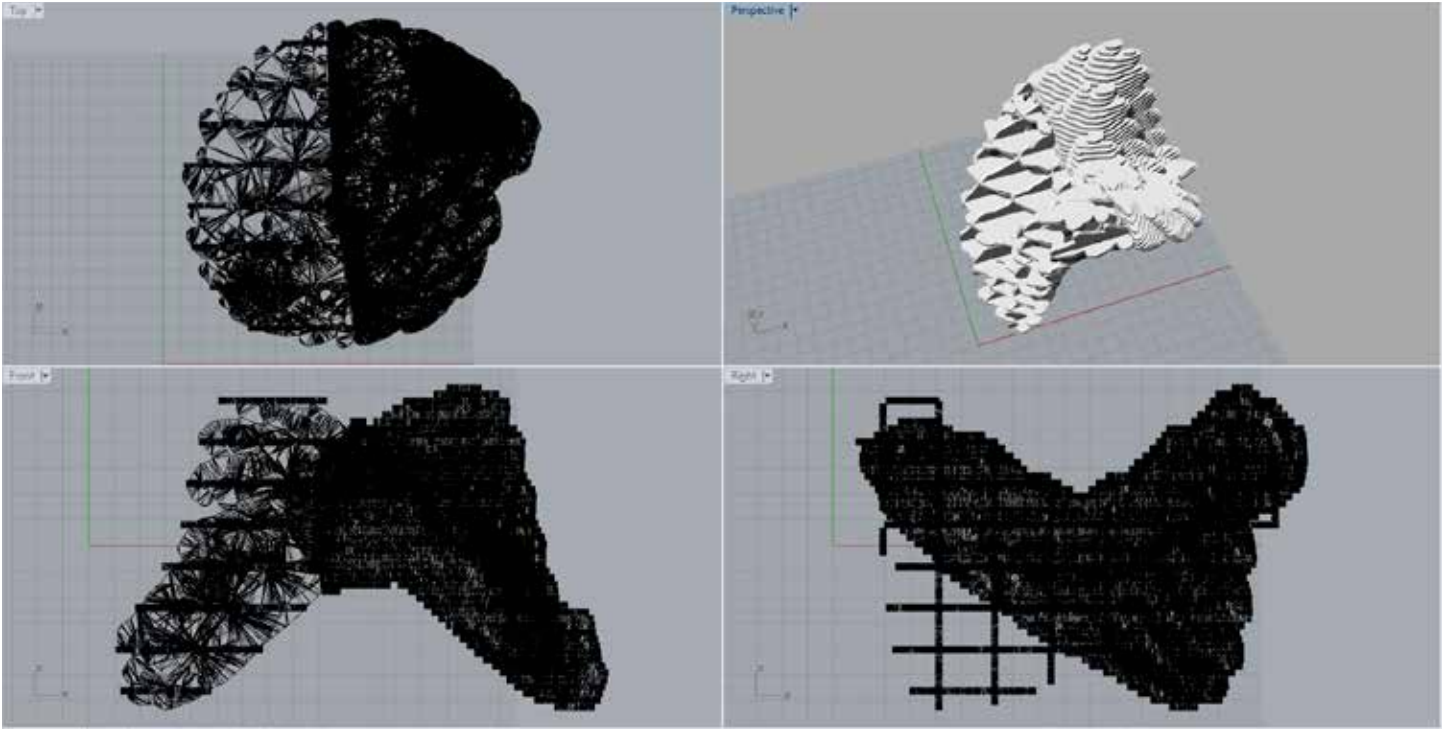








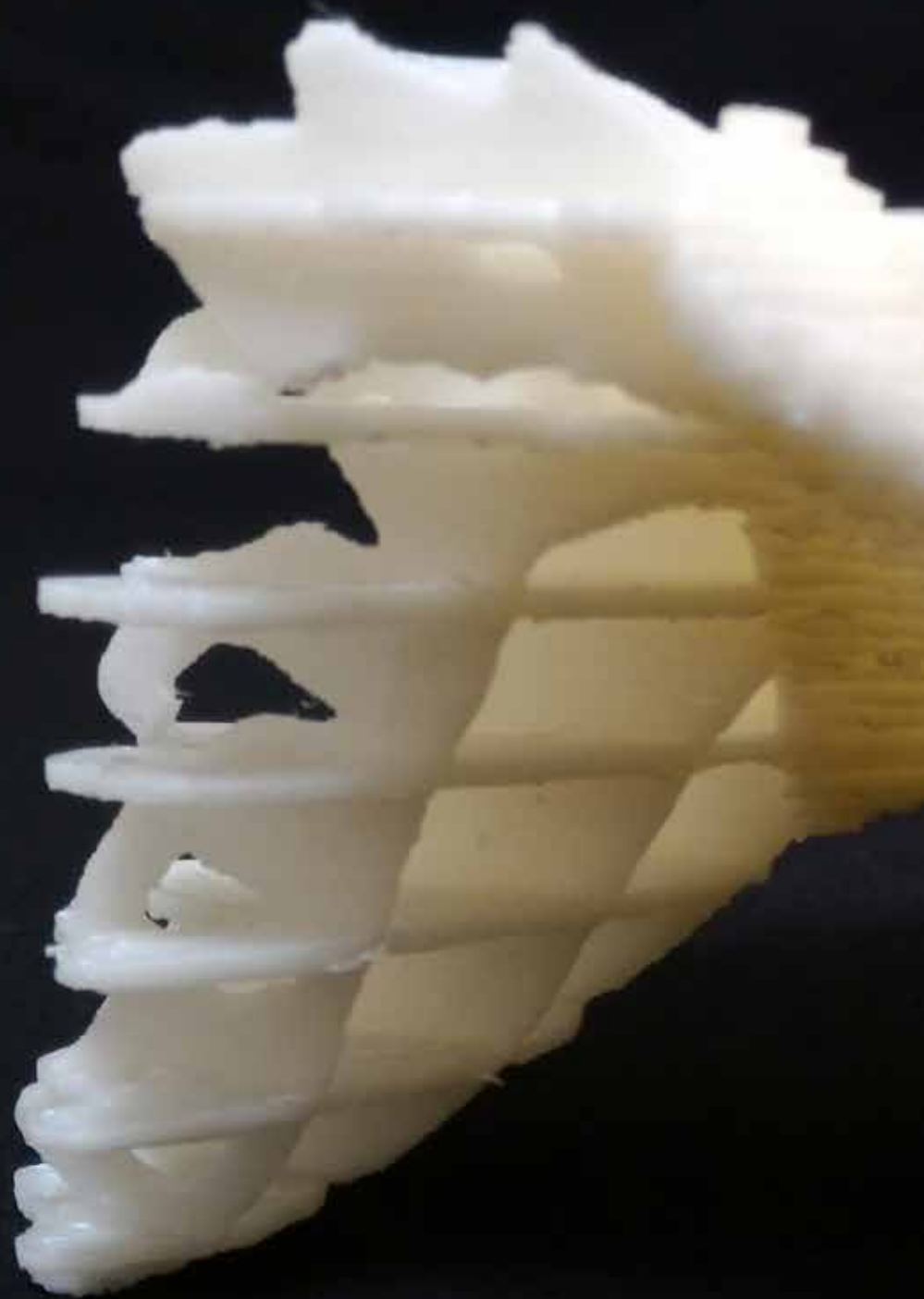






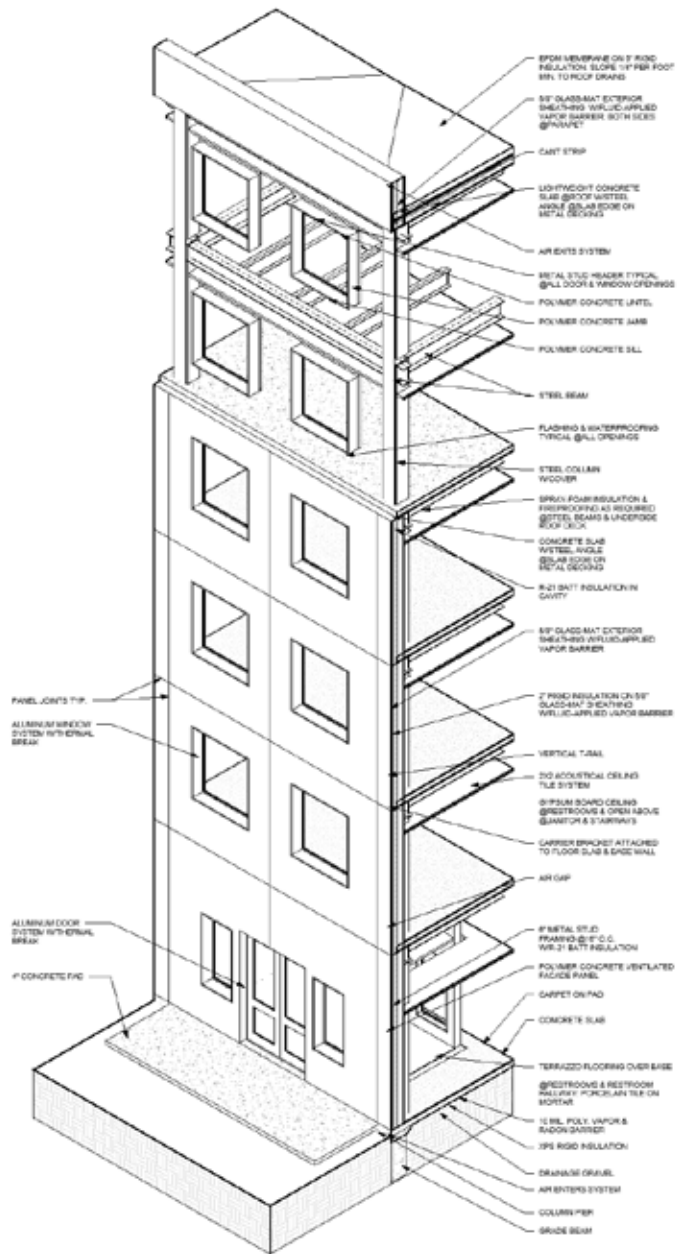












# Building Envelope Design

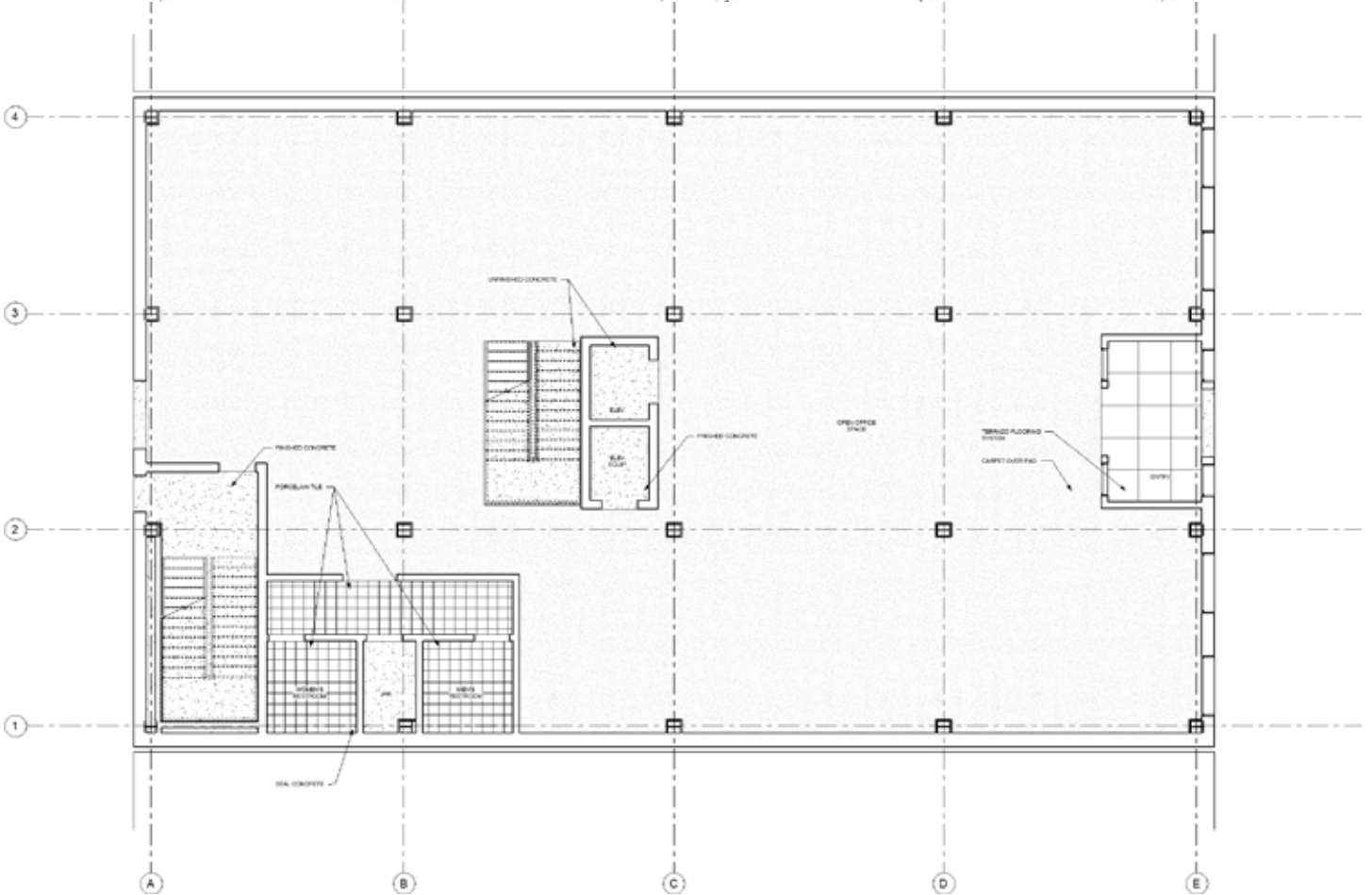
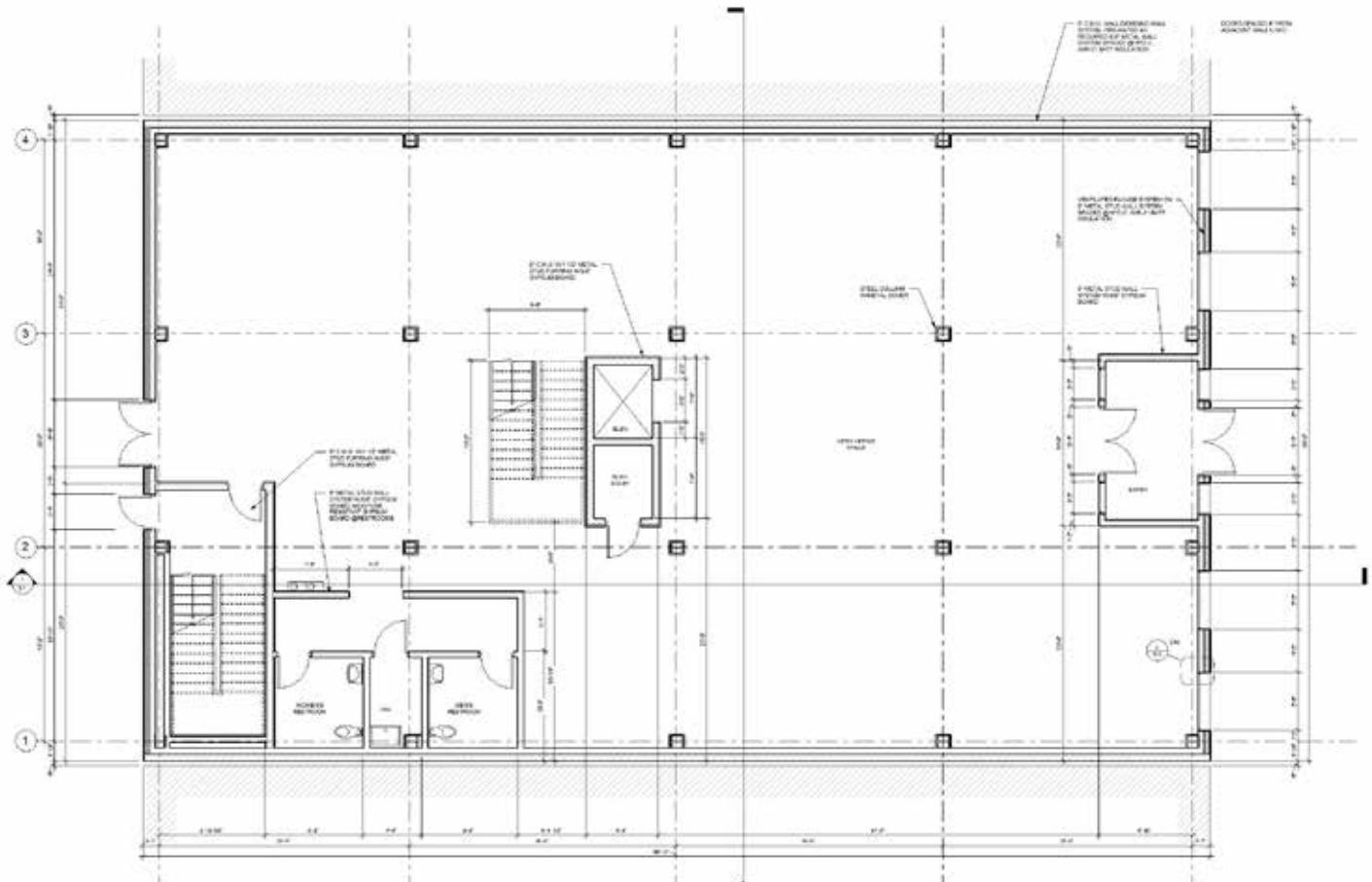
Material and Methods of Construction -  
Building Detailing  
Fall 2017

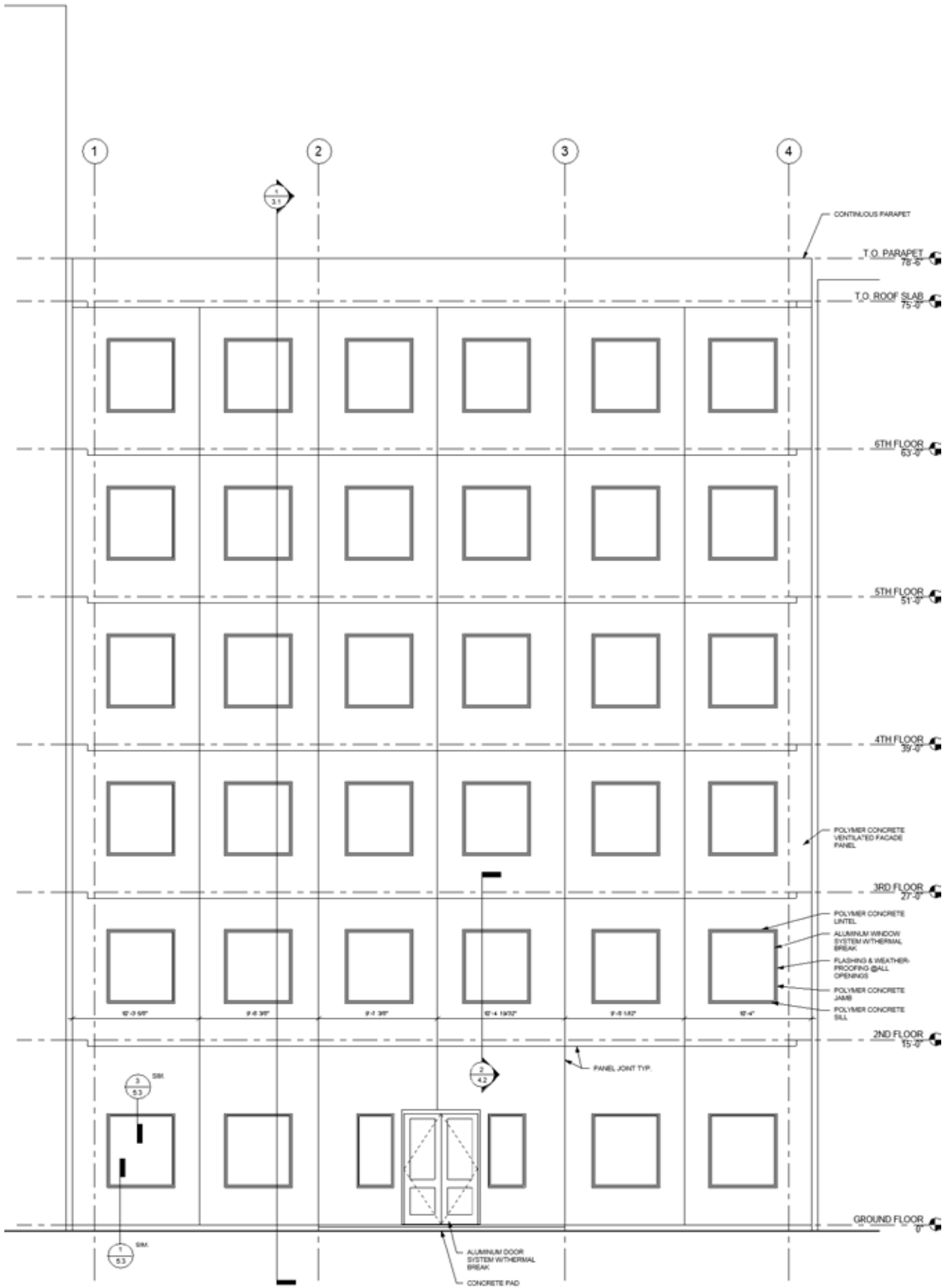
## Problem

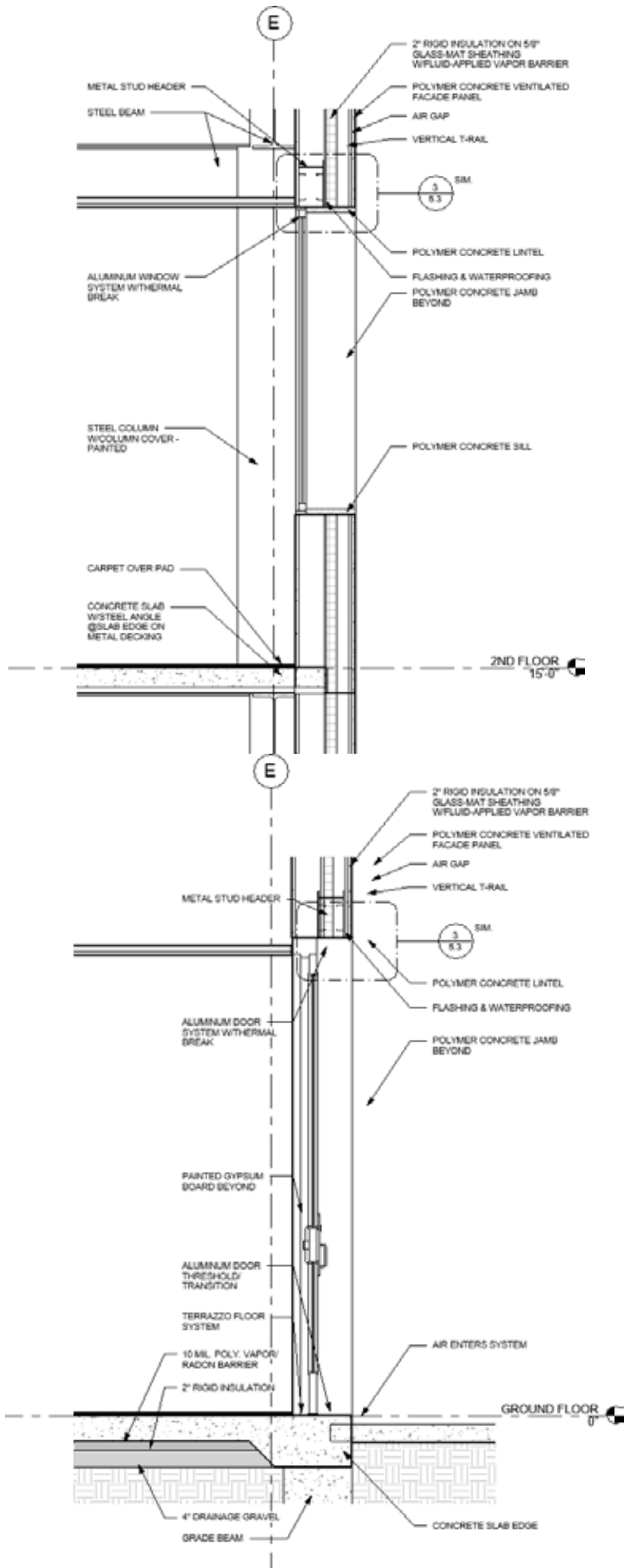
The purpose of the class is to study different materials and methods available for construction. The task was to research building envelope systems, study two precedents that we will be develop into a design and drawings in order to communicate our chosen system as it applied to a generic multi-story building, and present our solution.

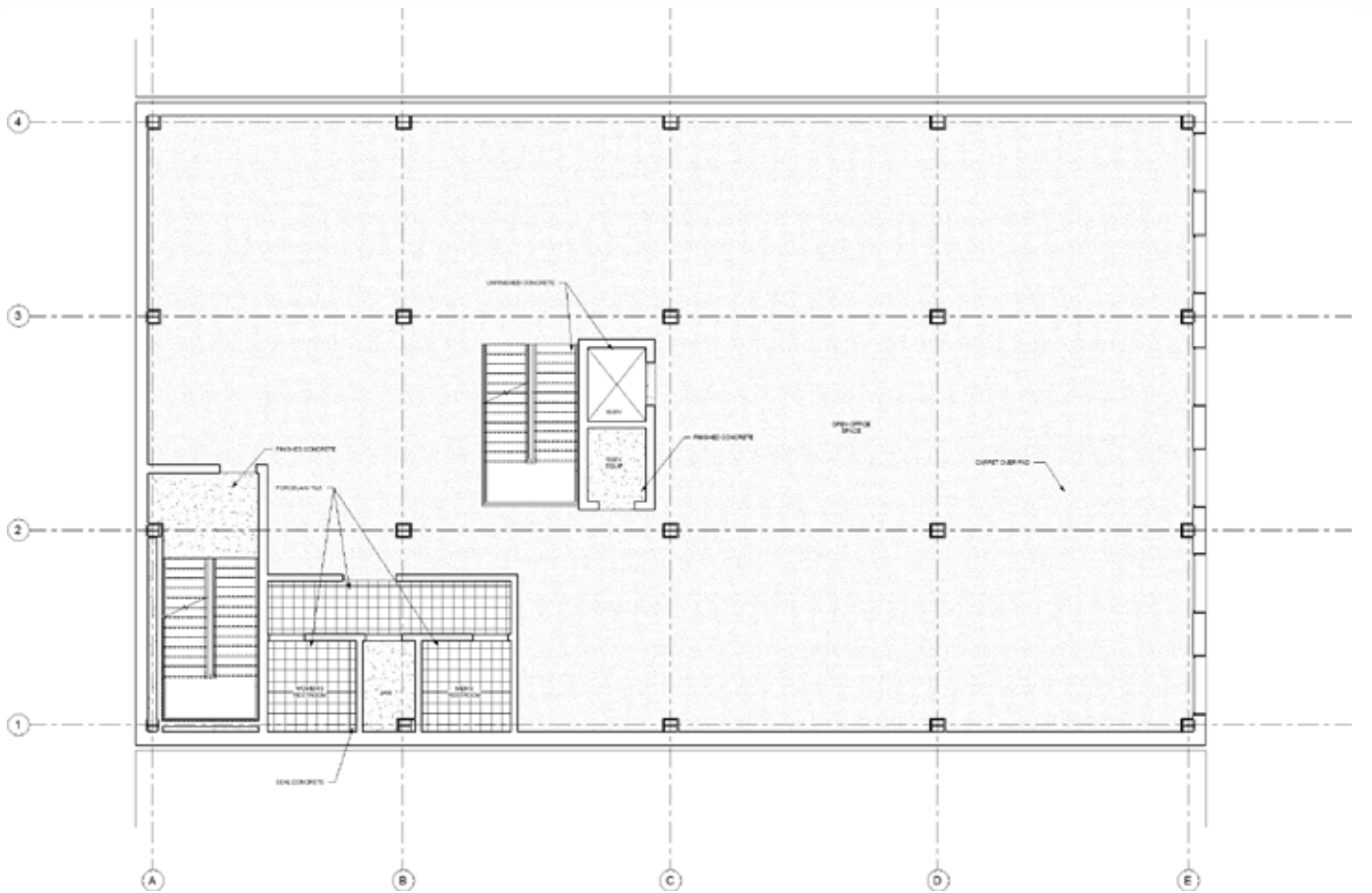
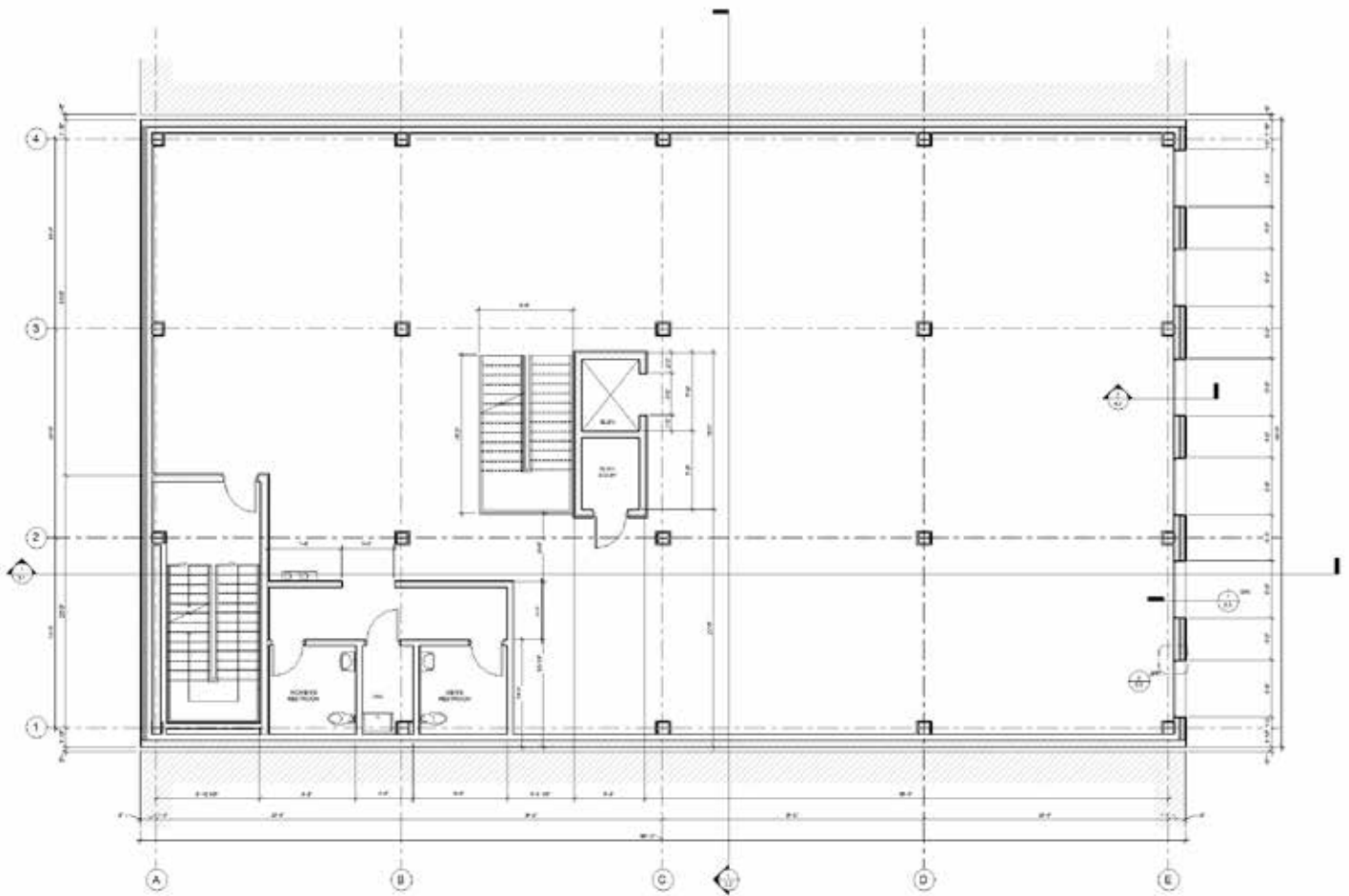
## Solution

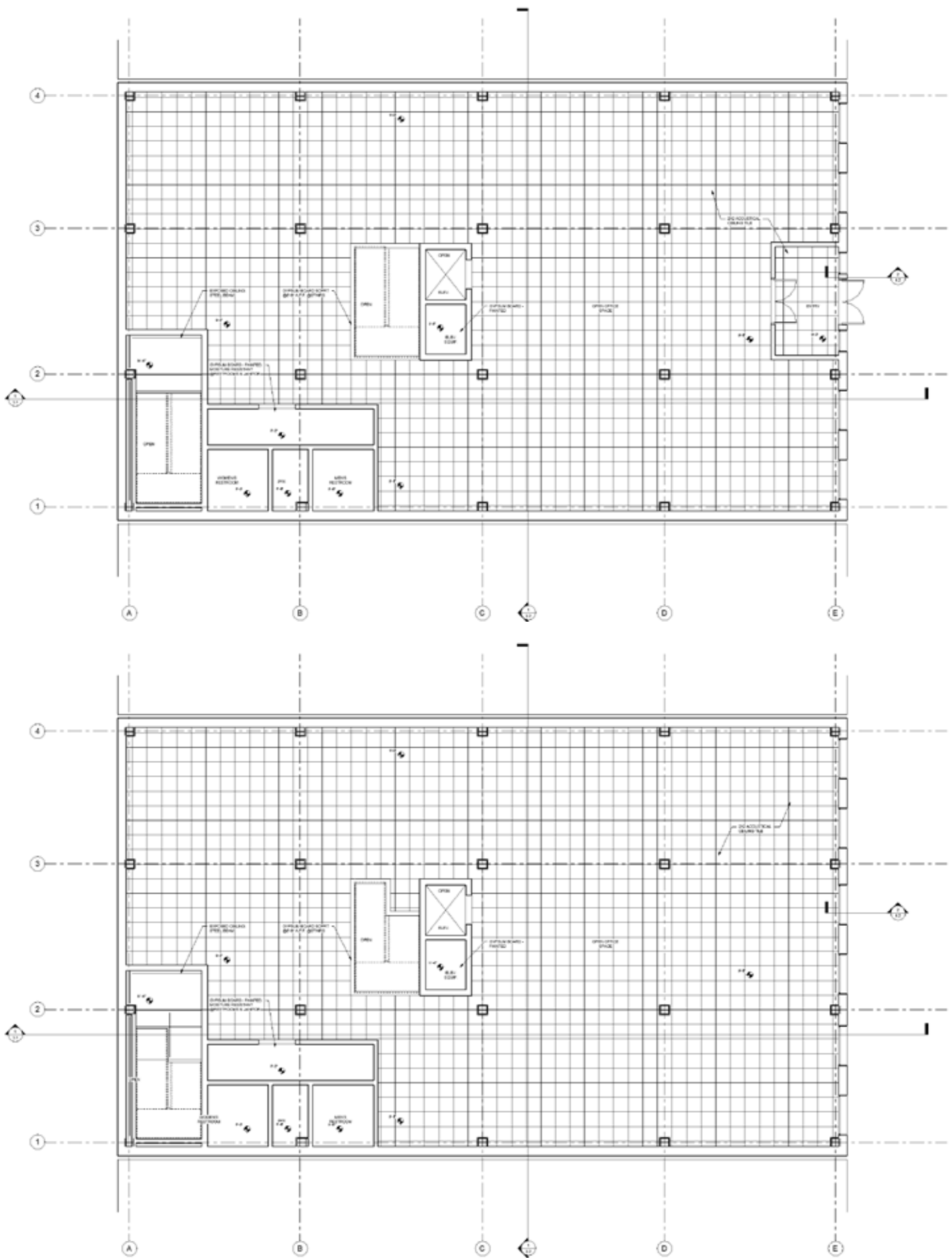
The building facade system chosen for the term project is by ULMA Architectural Solutions. The product is part of their facade cladding system of ventilated facades as part of their creative product range. The ventilated facade system is a coating based system for buildin enclosures that leaves an area of ventilation between the insulation and coating. This type of system according to the manufacturer help to reduce or eliminate thermal bridges that can often cause condensation issues by providing a continuous system. My intention to use the product with a custom 3d texture and implementing an additional tier of massing with extruded panels conveying depth. a blue color palette is desired. Panel sizes are to be 3' x 2' and a mix of horizontal and vertical placement.



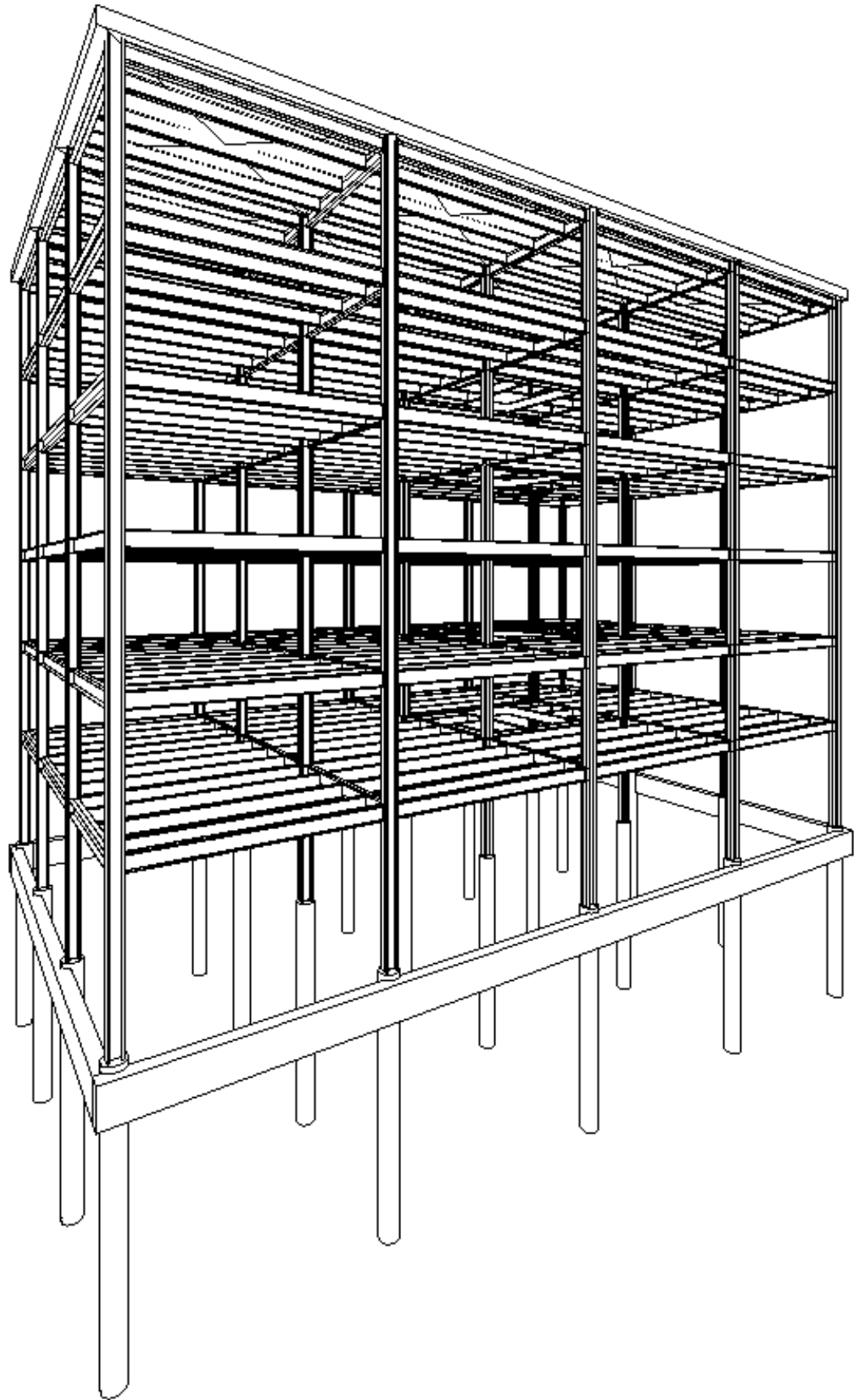


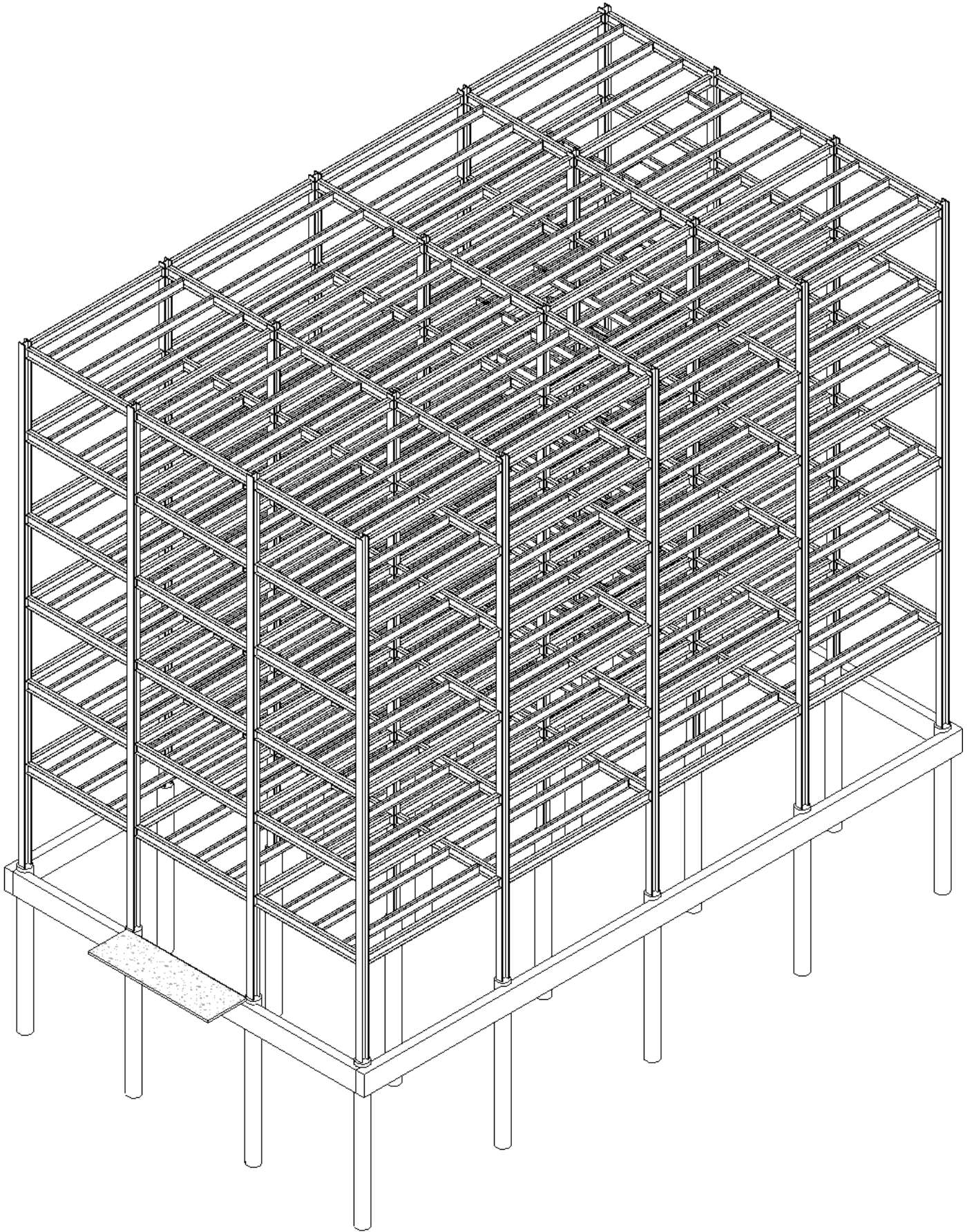


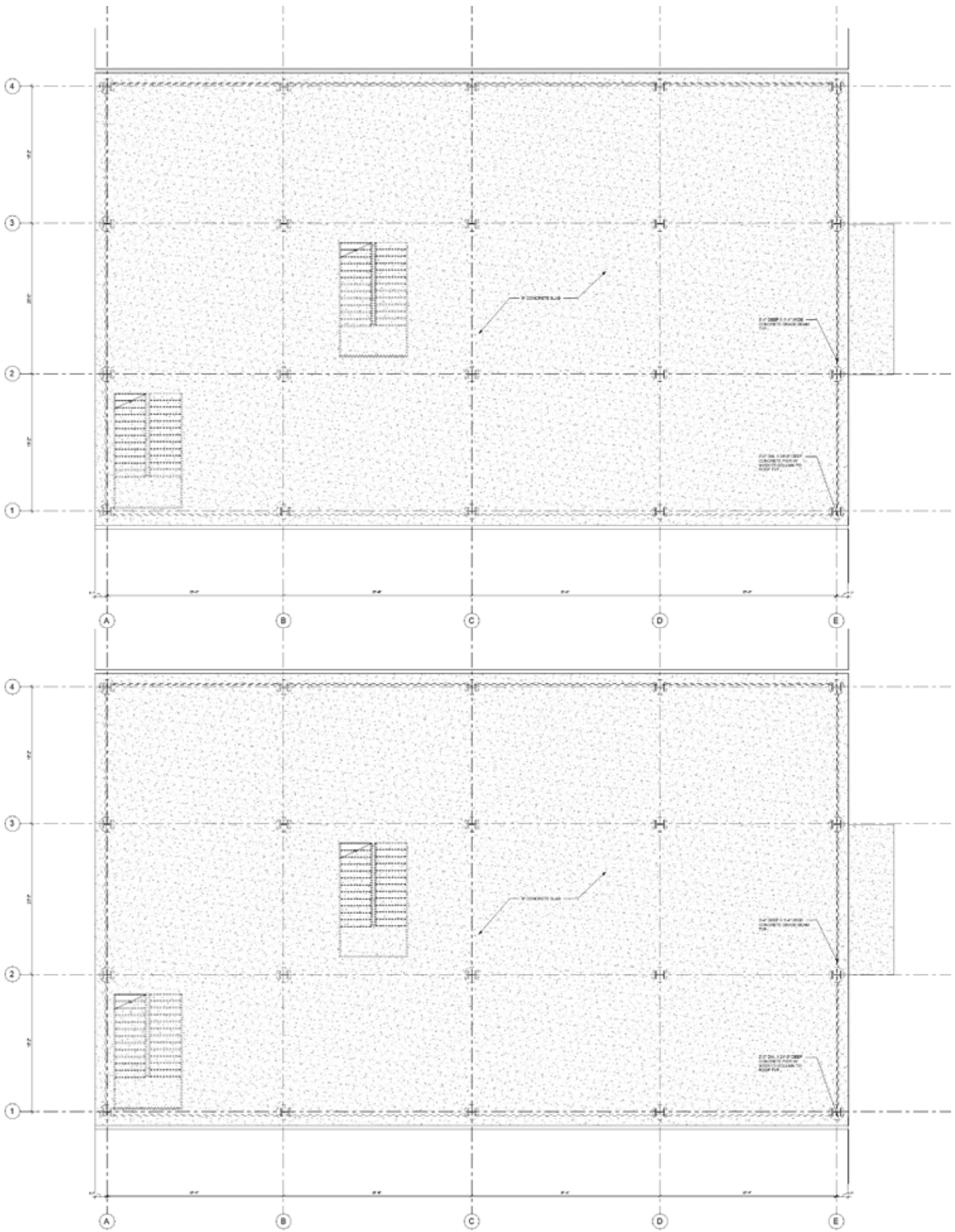


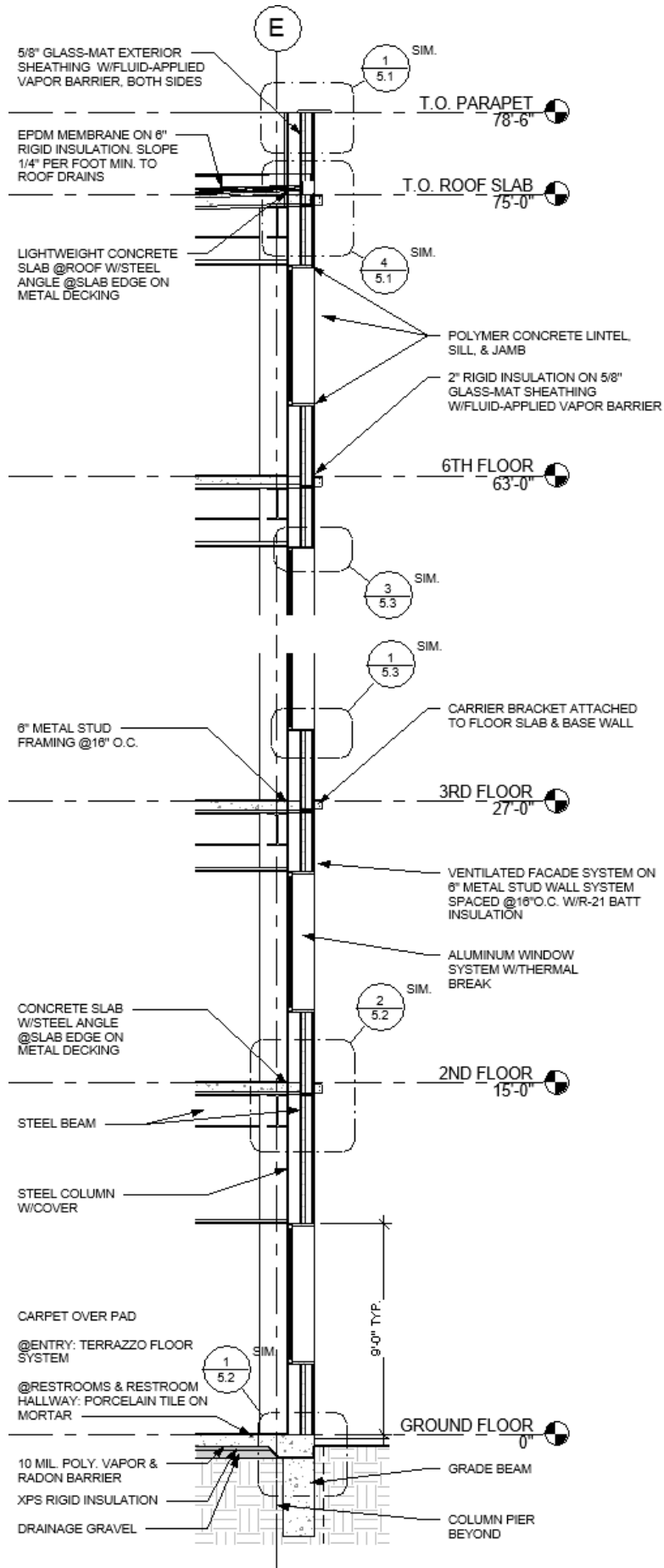


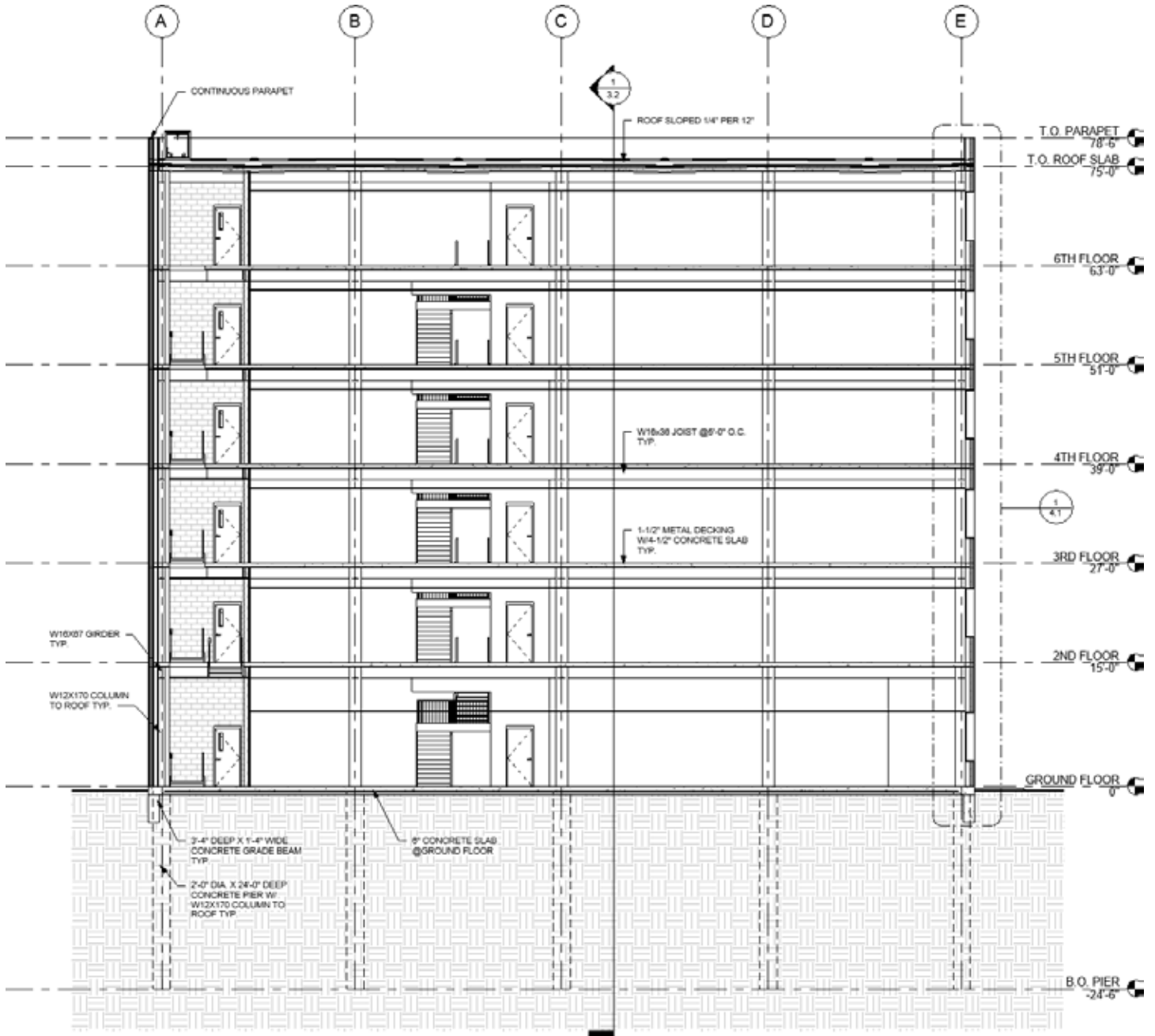


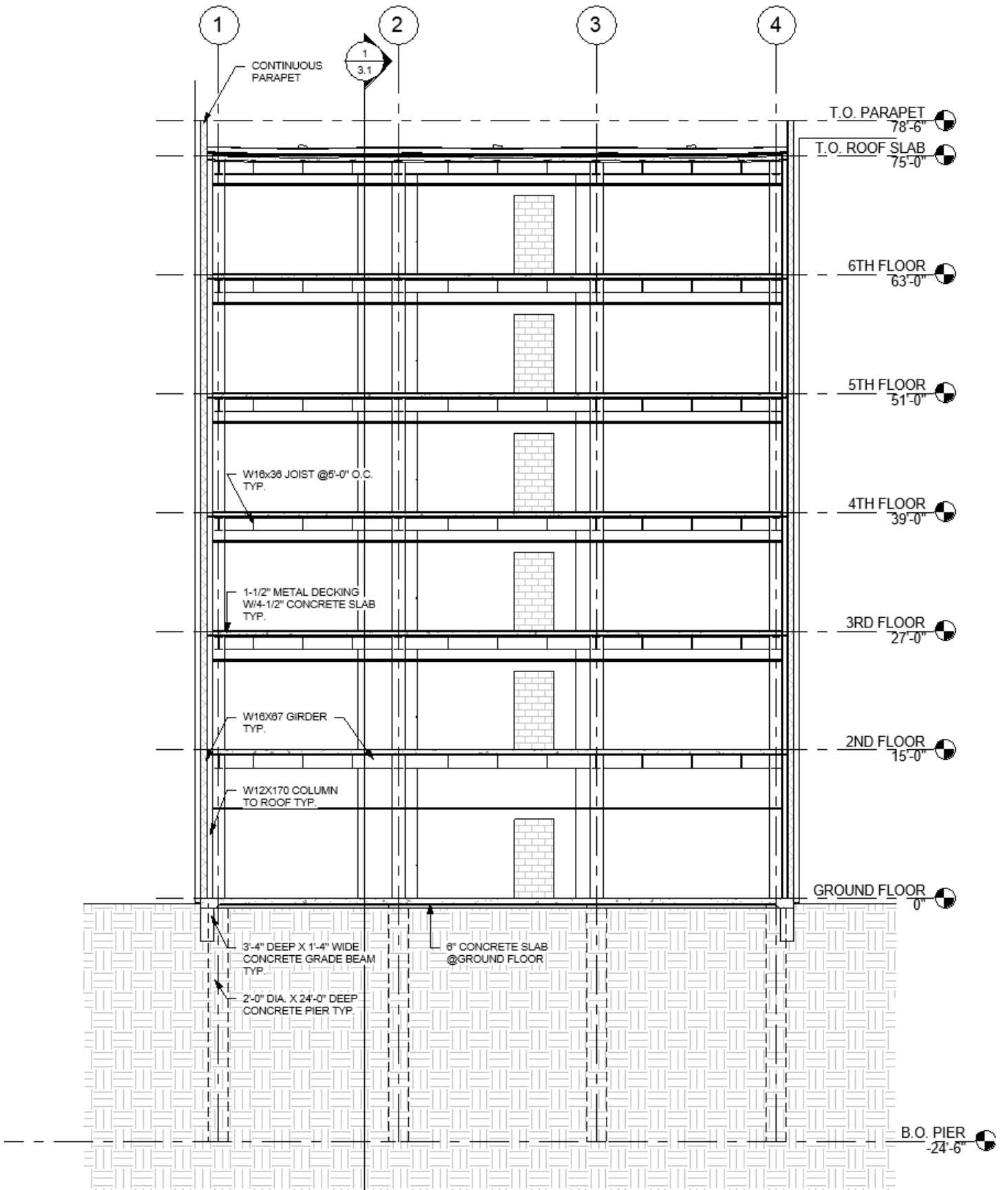


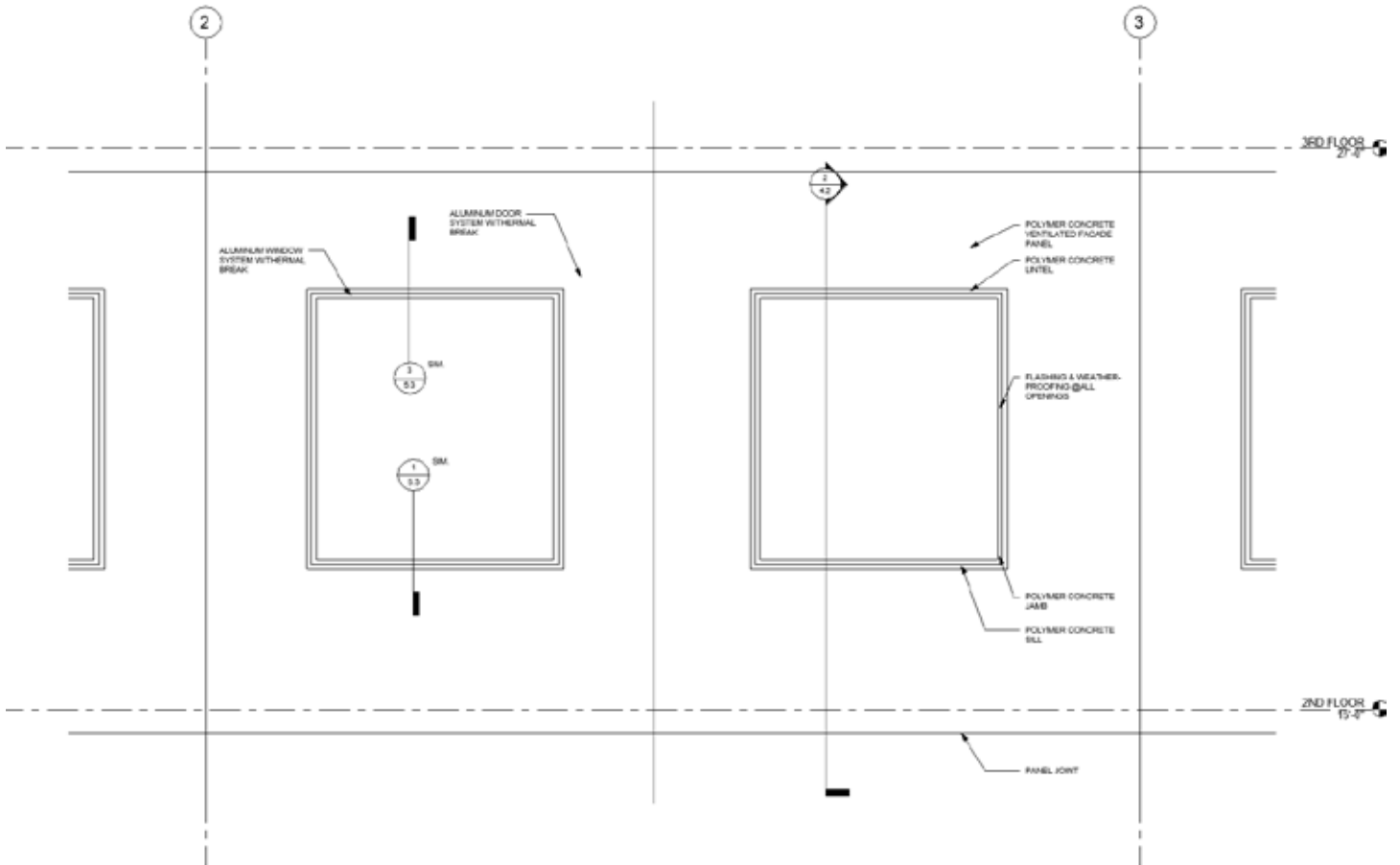
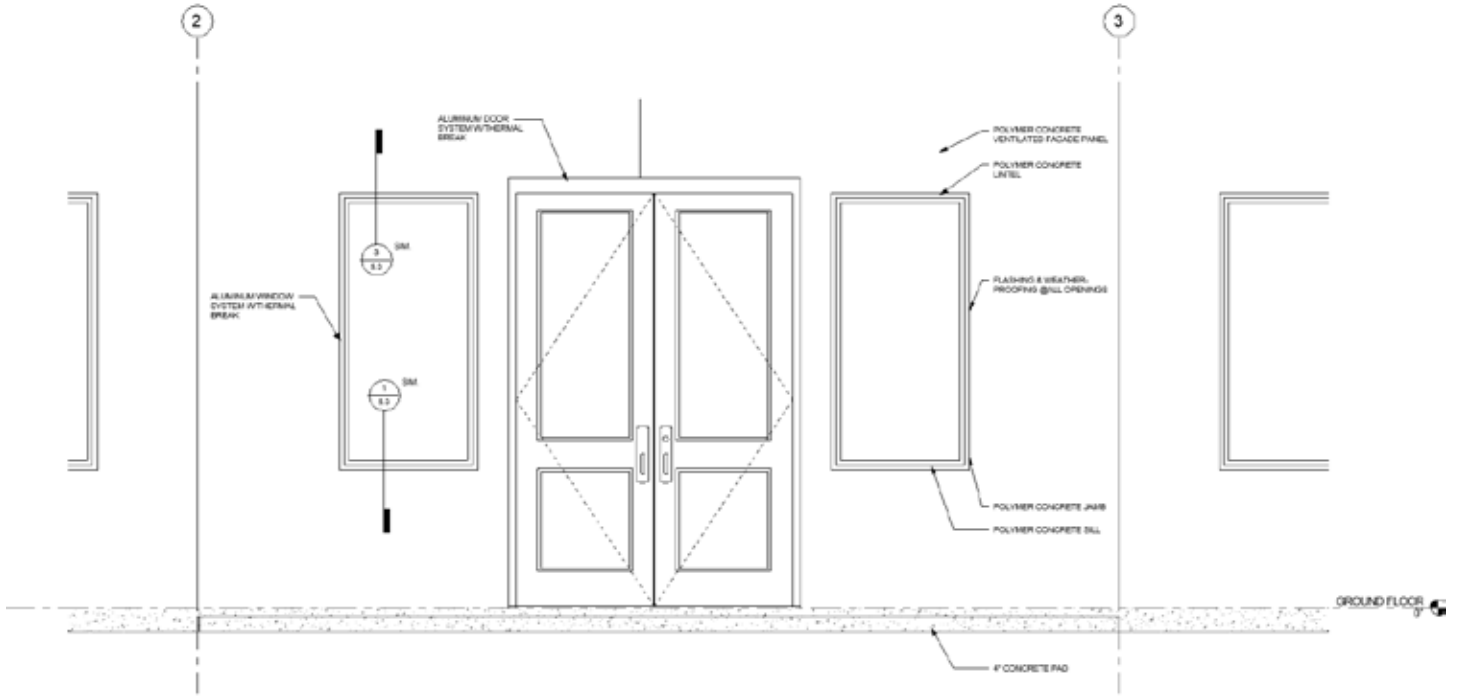


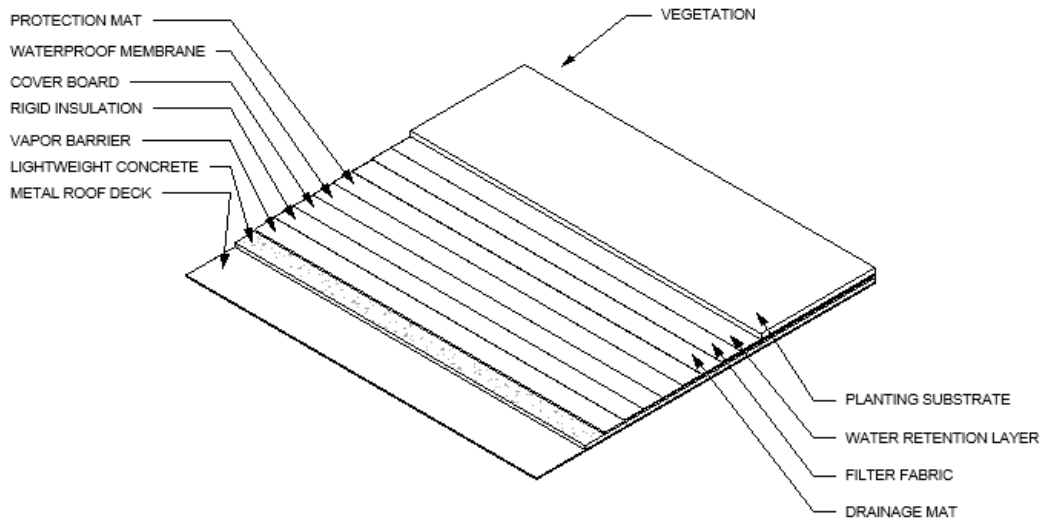
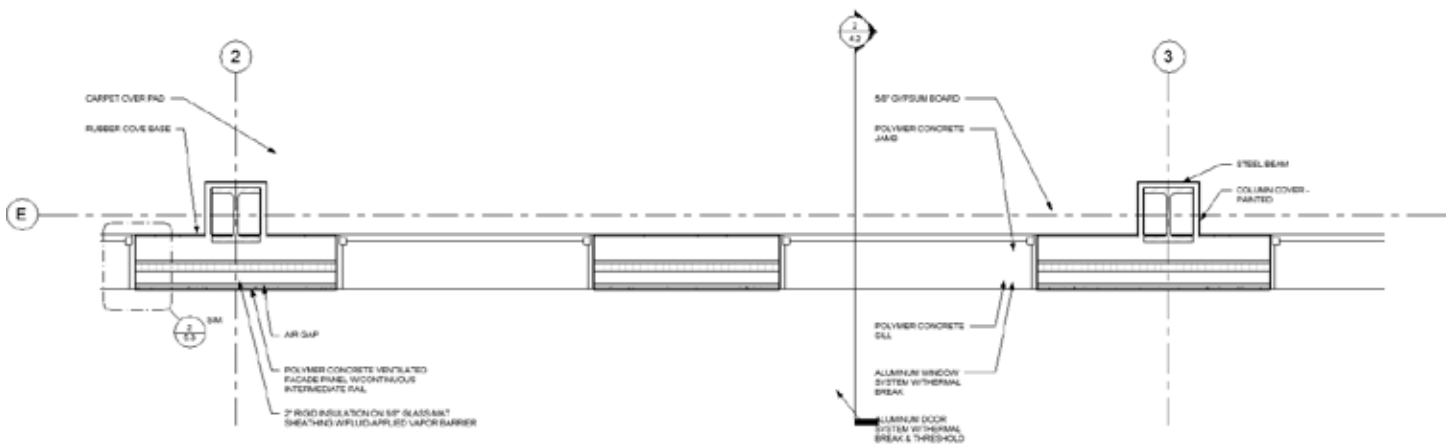
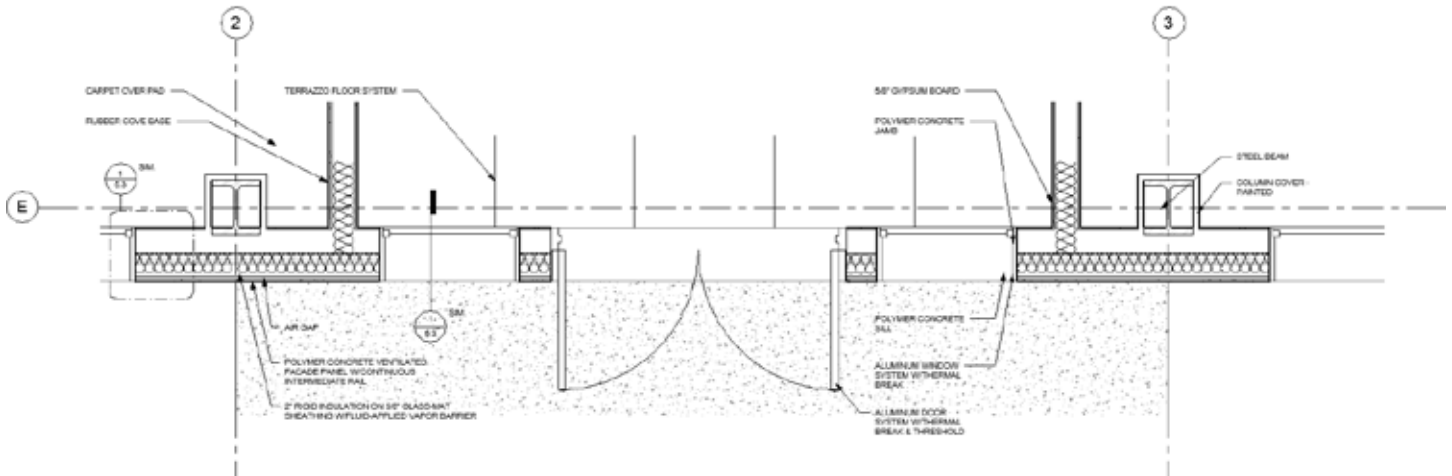




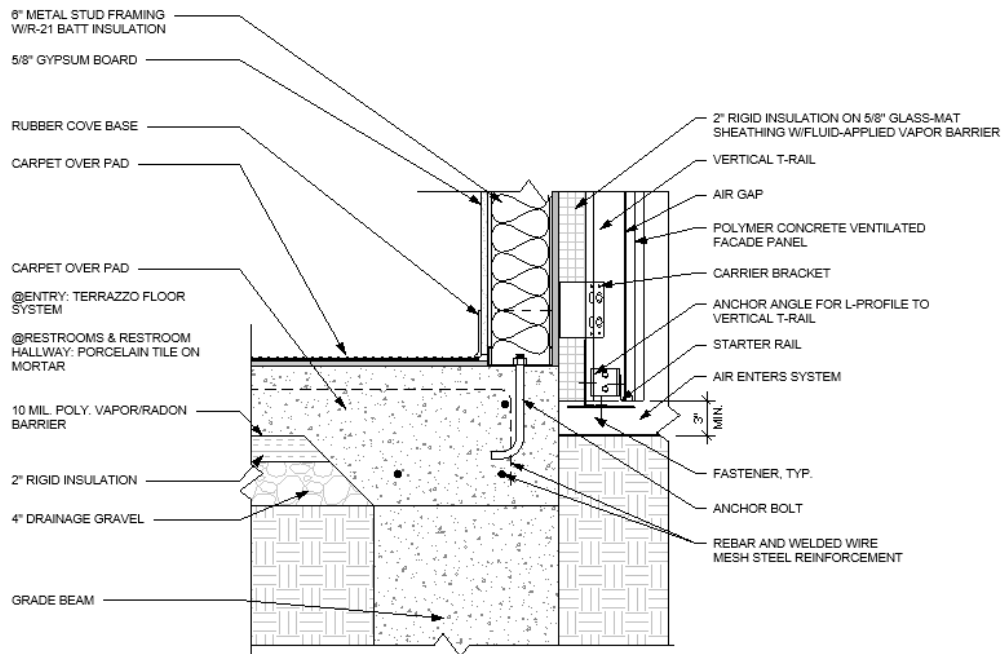
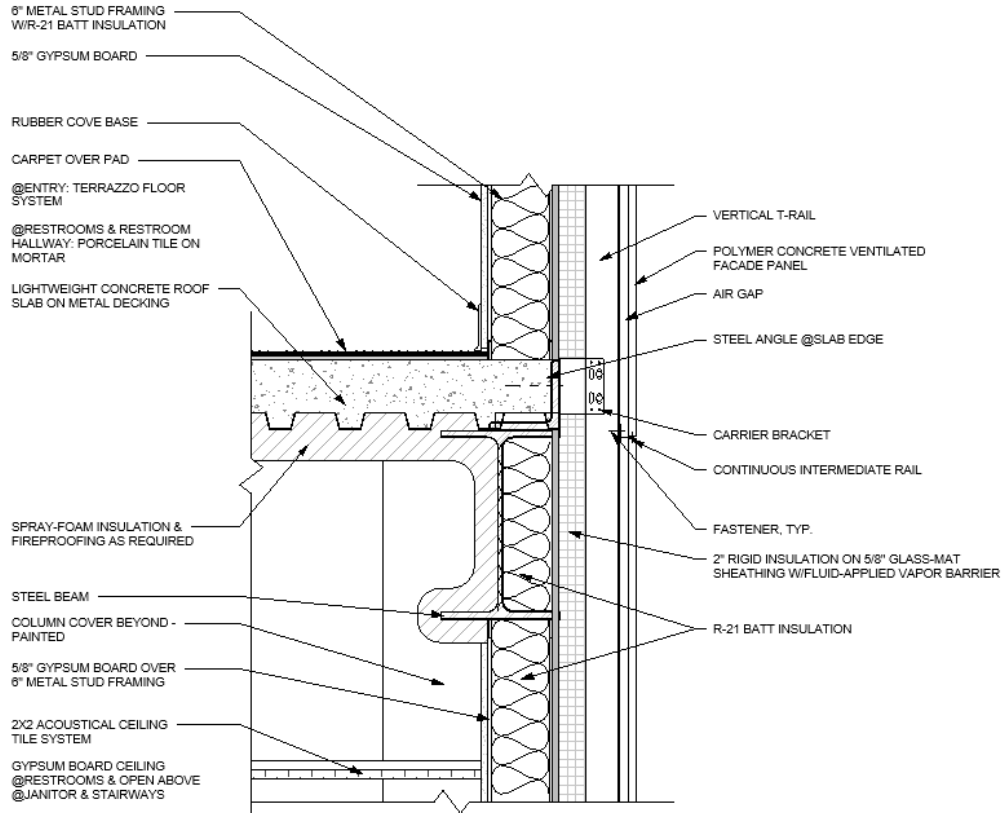


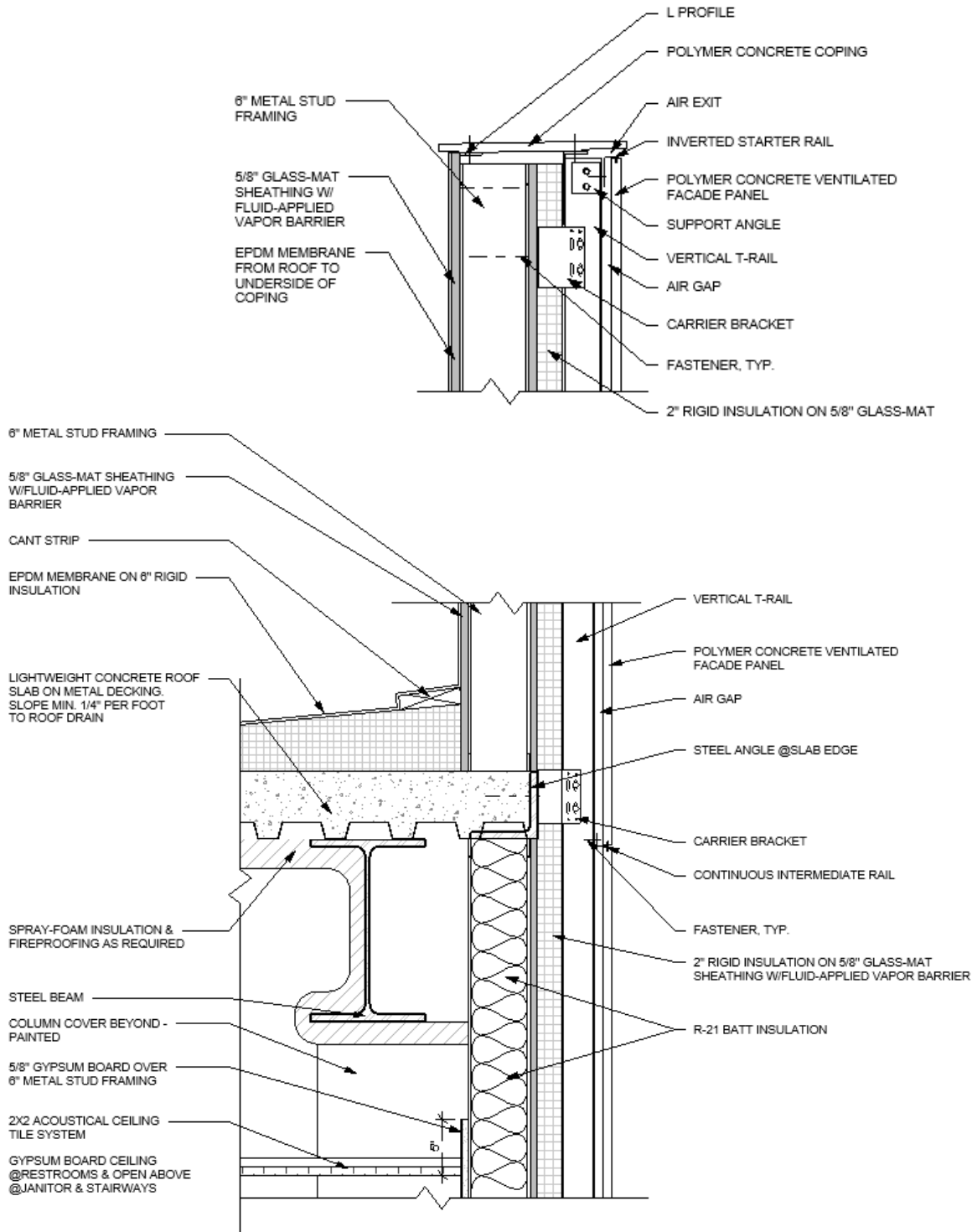


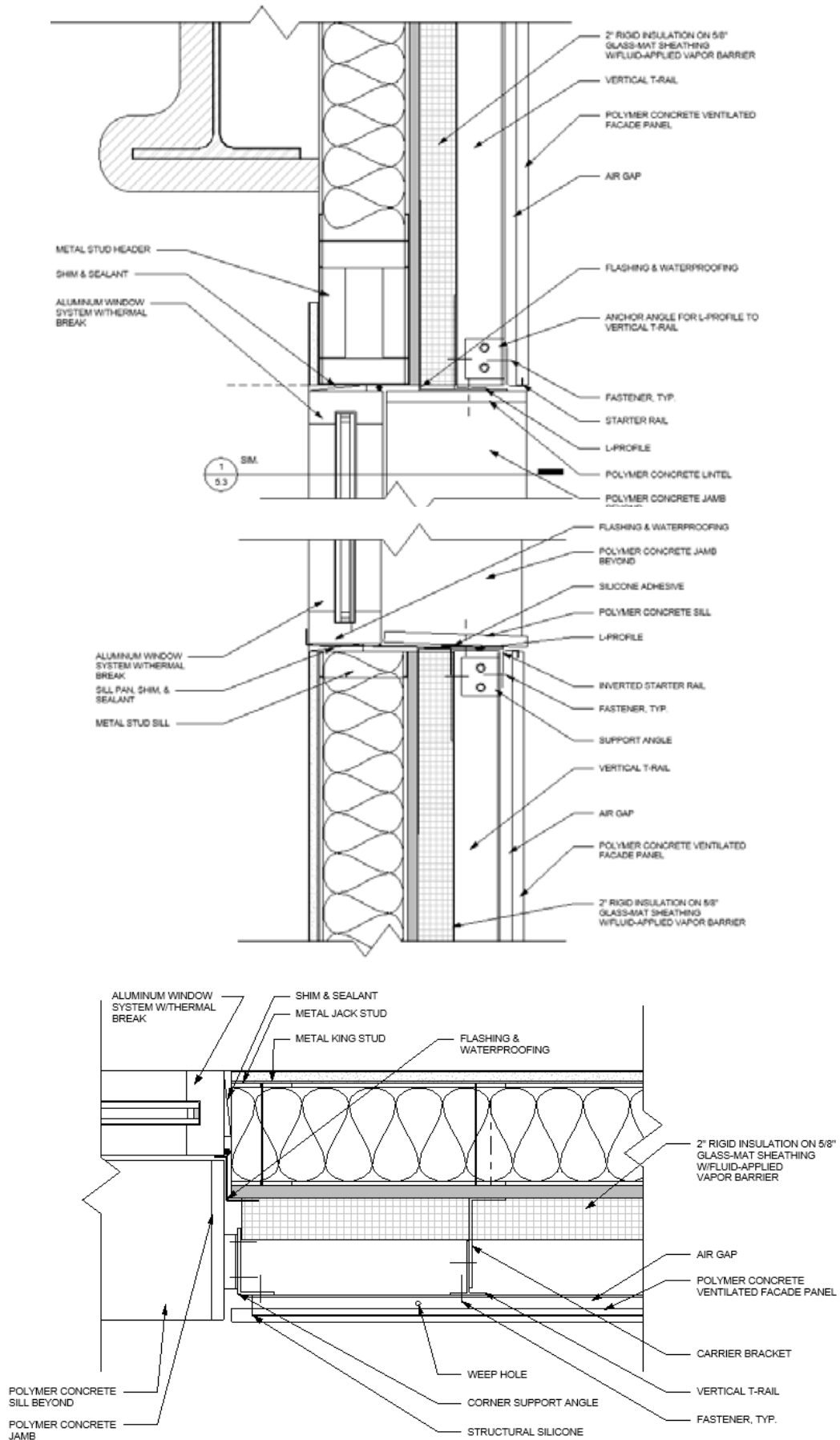














# Miscellaneous Techniques

Measuring and Notes  
Photography  
Model Building  
Computer Rendering  
Hand Drawing/Sketching  
Watercolor and Charcoal  
Line Drawing

## Problem

Designers are faced with different problems that require unique solutions through the use of multiple communication techniques of various mediums.

## Solution

Several mediums exist for the exploration and documenting existing spaces and exploring design solutions. These include visiting sites for taking measurements and notes of existing conditions, sketching, rendering scenes, building models, and photography.



ST. BERNADETTE OFFICE  
 EXTERIOR ELEVATIONS  
 09.18.2015

SPLIT FACE  
 CMU / STUCCO

ESTIMATE PARAPET  
 HEIGHT FROM PHOTOS

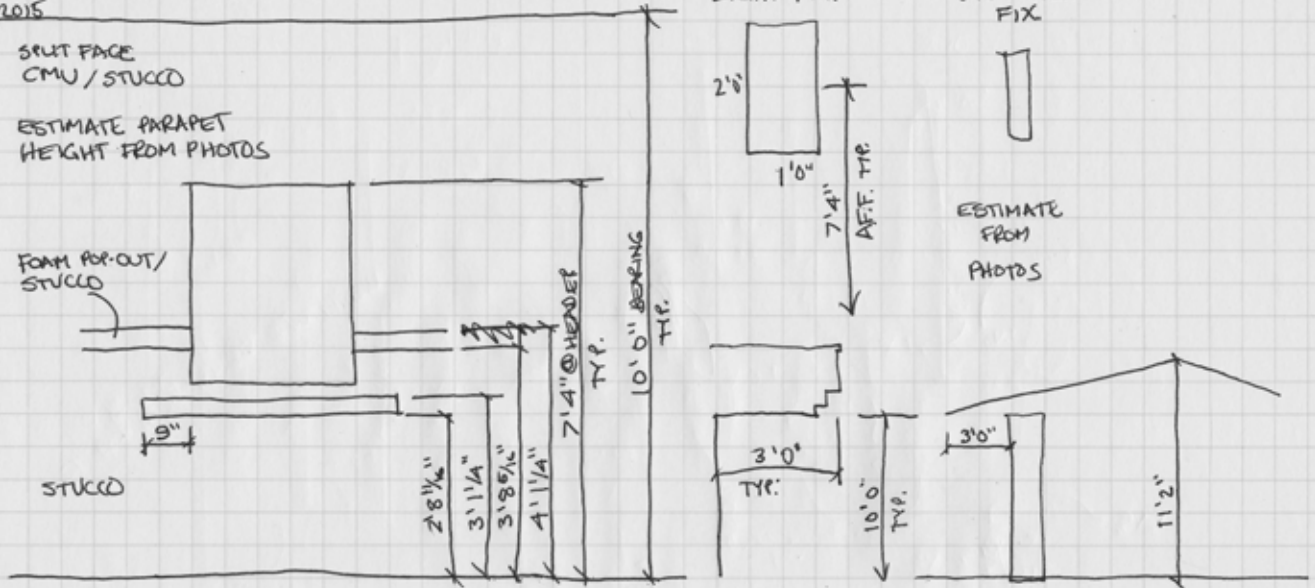
FOAM POP-OUT/  
 STUCCO

STUCCO

FRONT  
 LIGHT FIX.

SIDE LIGHT  
 FIX

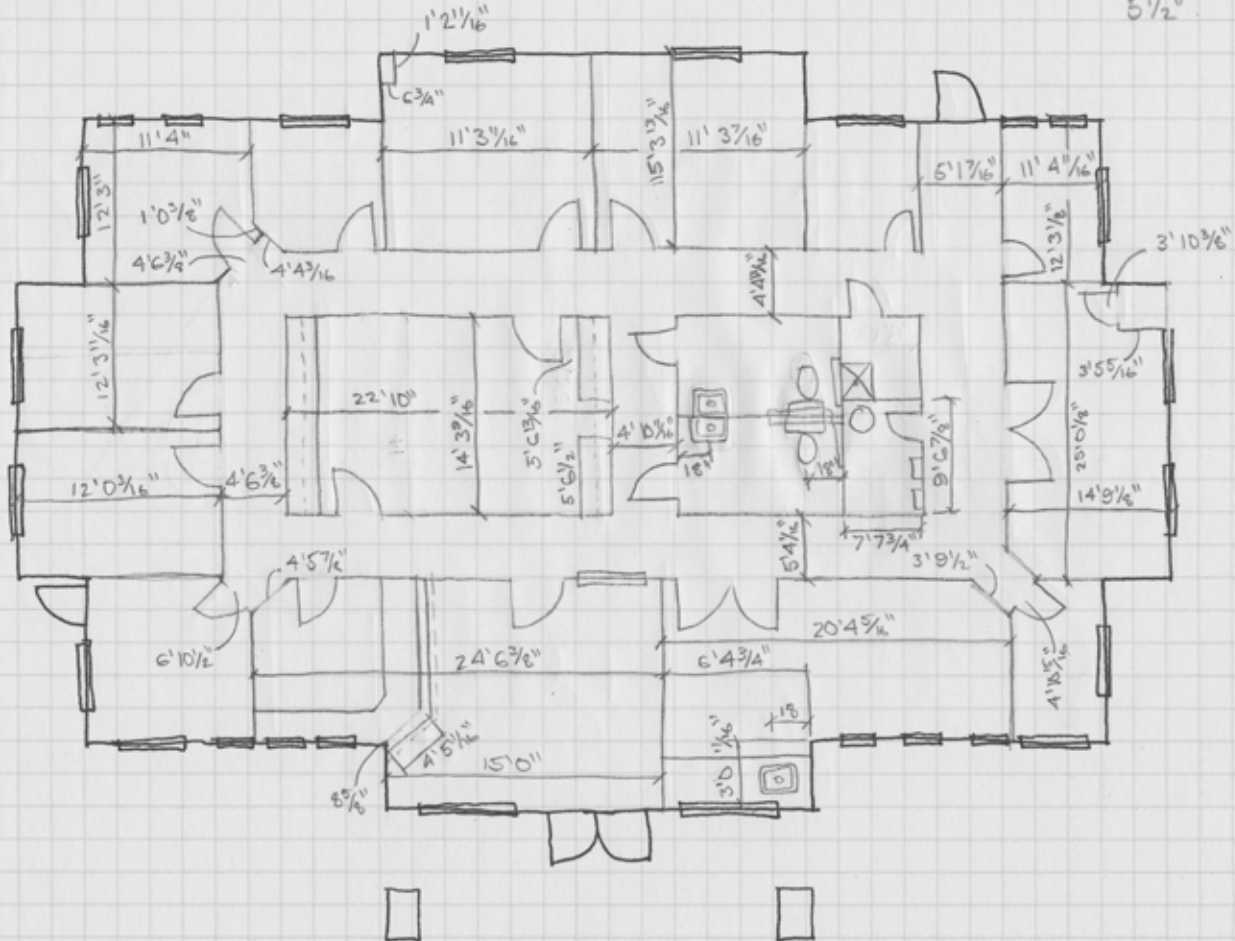
ESTIMATE  
 FROM  
 PHOTOS

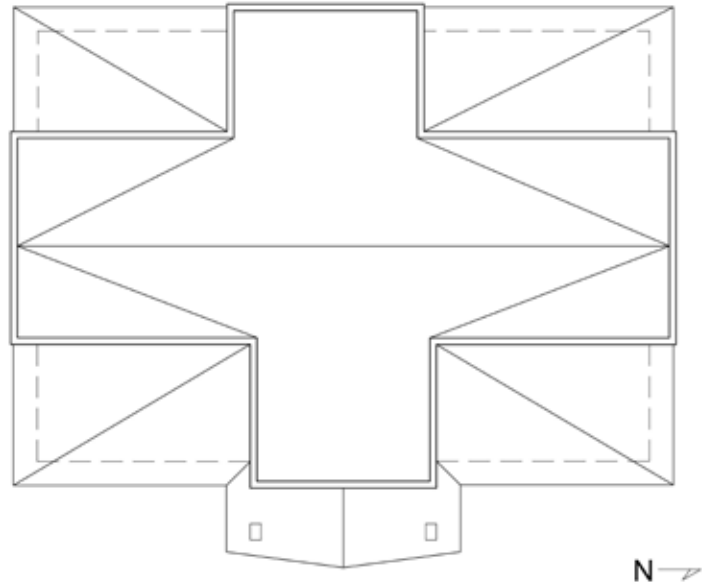


@ FRONT CANOPY

ST. BERNADETTE OFFICE  
 INTERIOR DIMENSIONS  
 09.18.2015

INTERIOR WALLS  
 5 1/2"





SOUTH ELEVATION

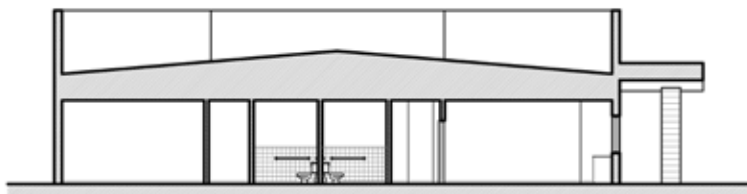
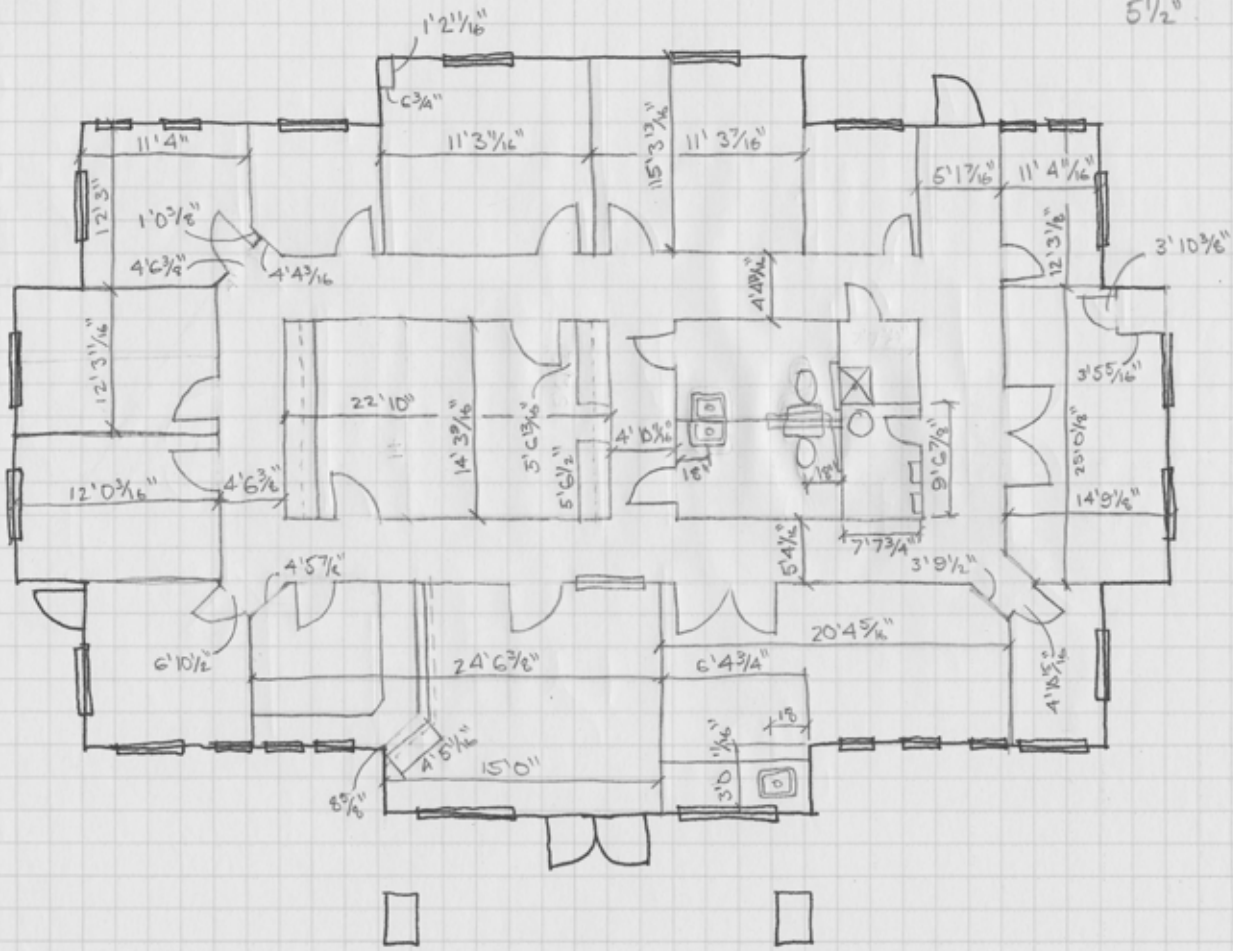


NORTH ELEVATION

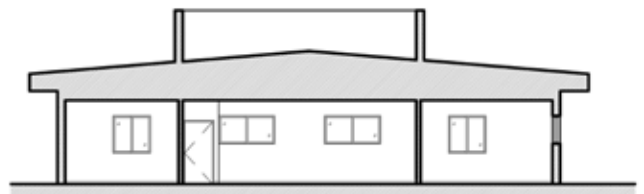


ST. BERNADETTE OFFICE  
 INTERIOR DIMENSIONS  
 03.18.2015

INTERIOR WALLS  
 5 1/2"

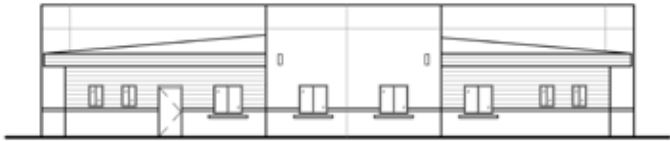


BUILDING SECTION

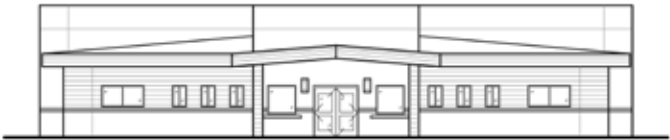
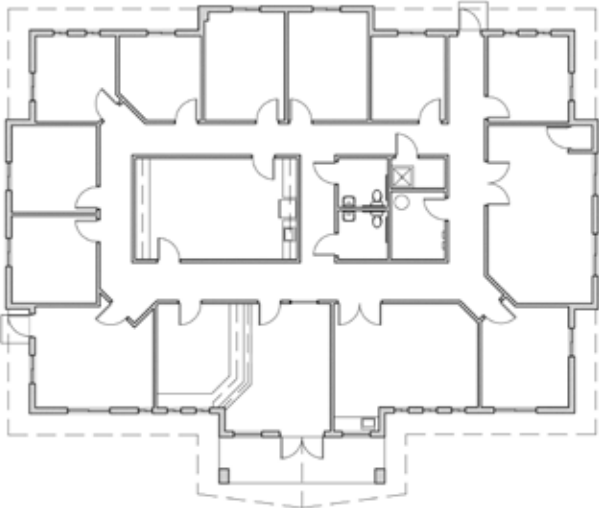


BUILDING SECTION

# Photography



WEST ELEVATION



EAST ELEVATION







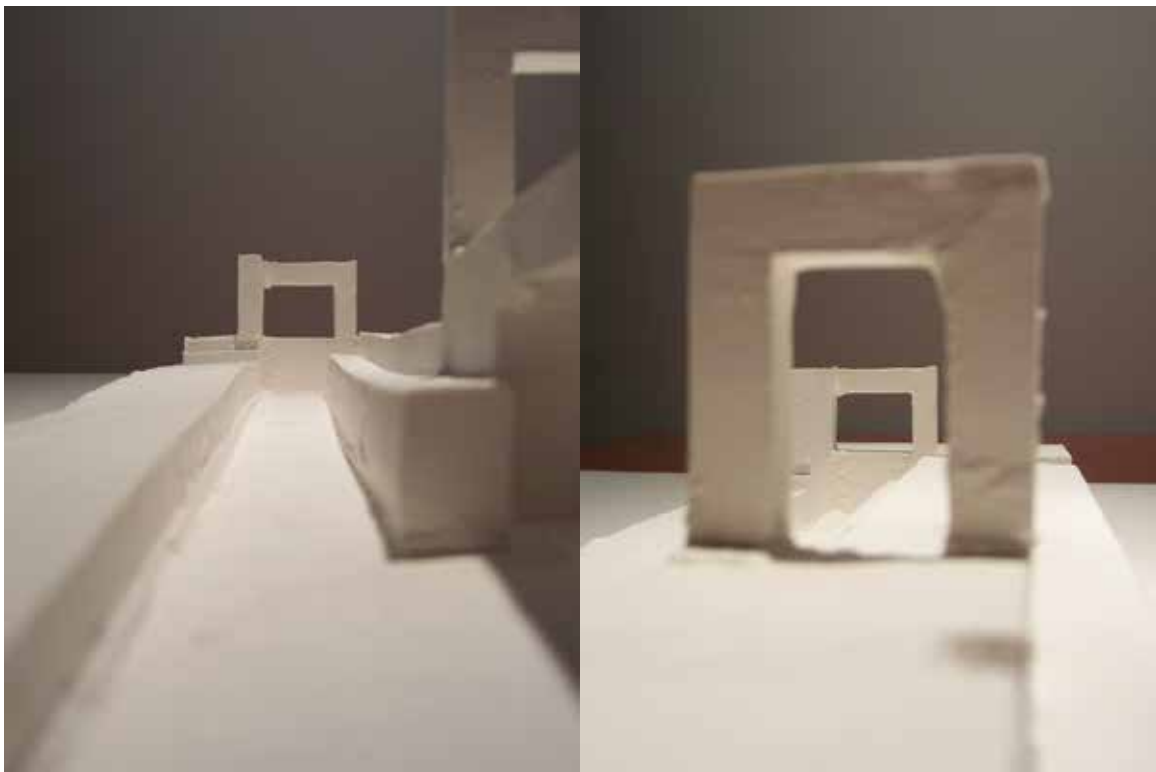
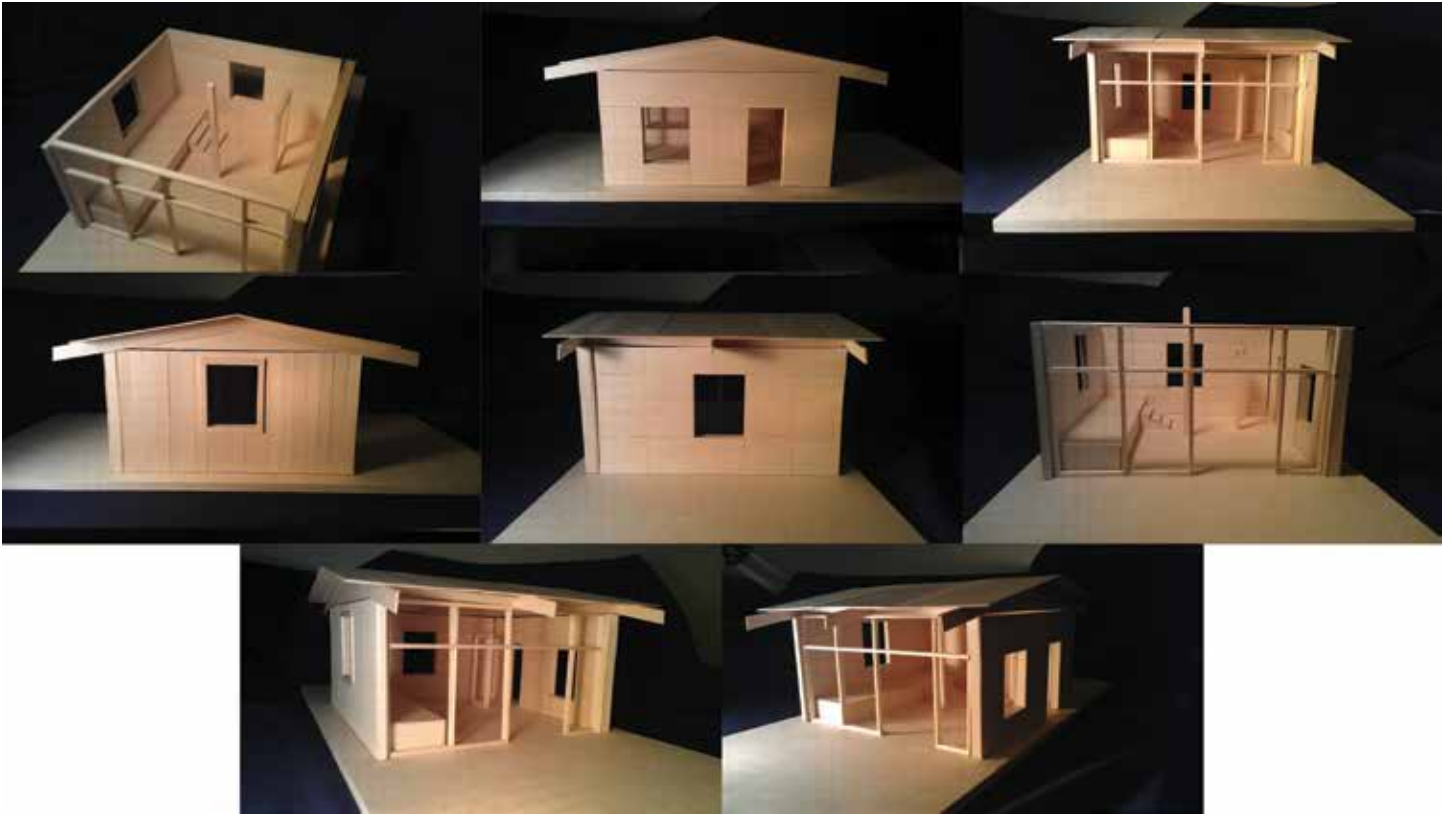


OFFICE

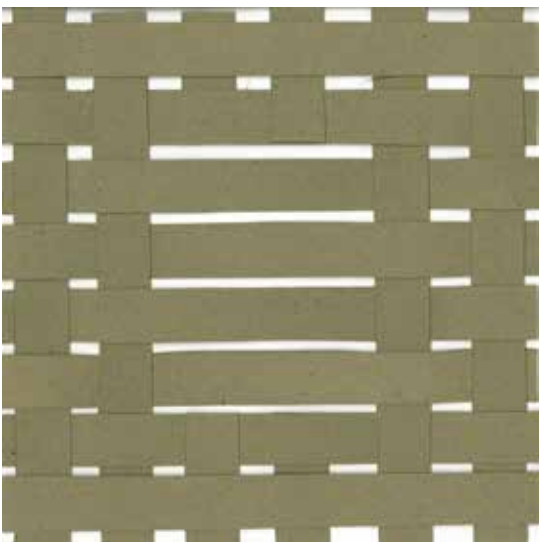
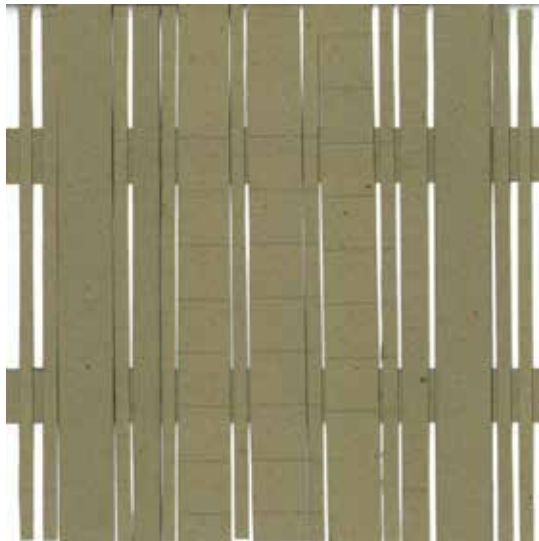
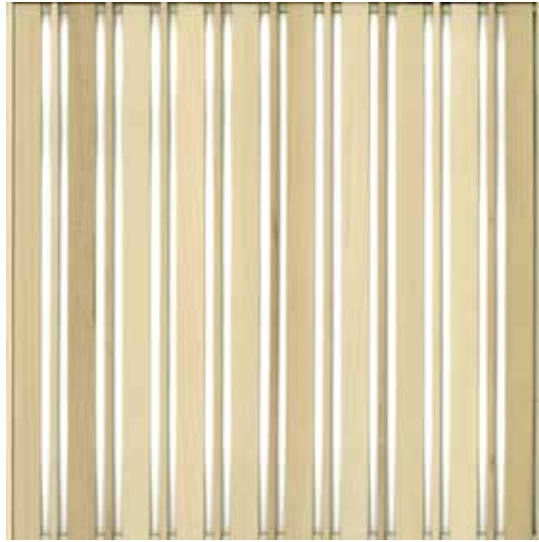




# Model Building



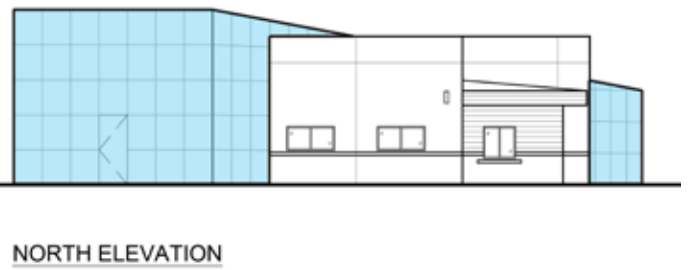
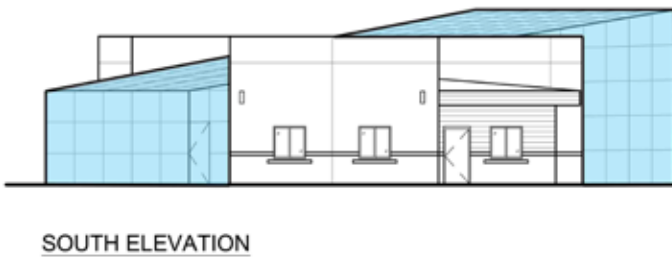
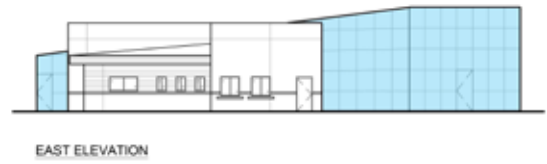
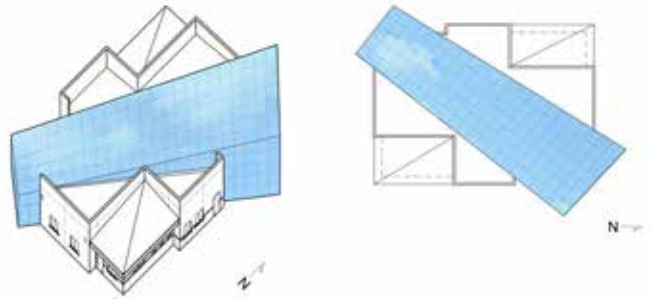




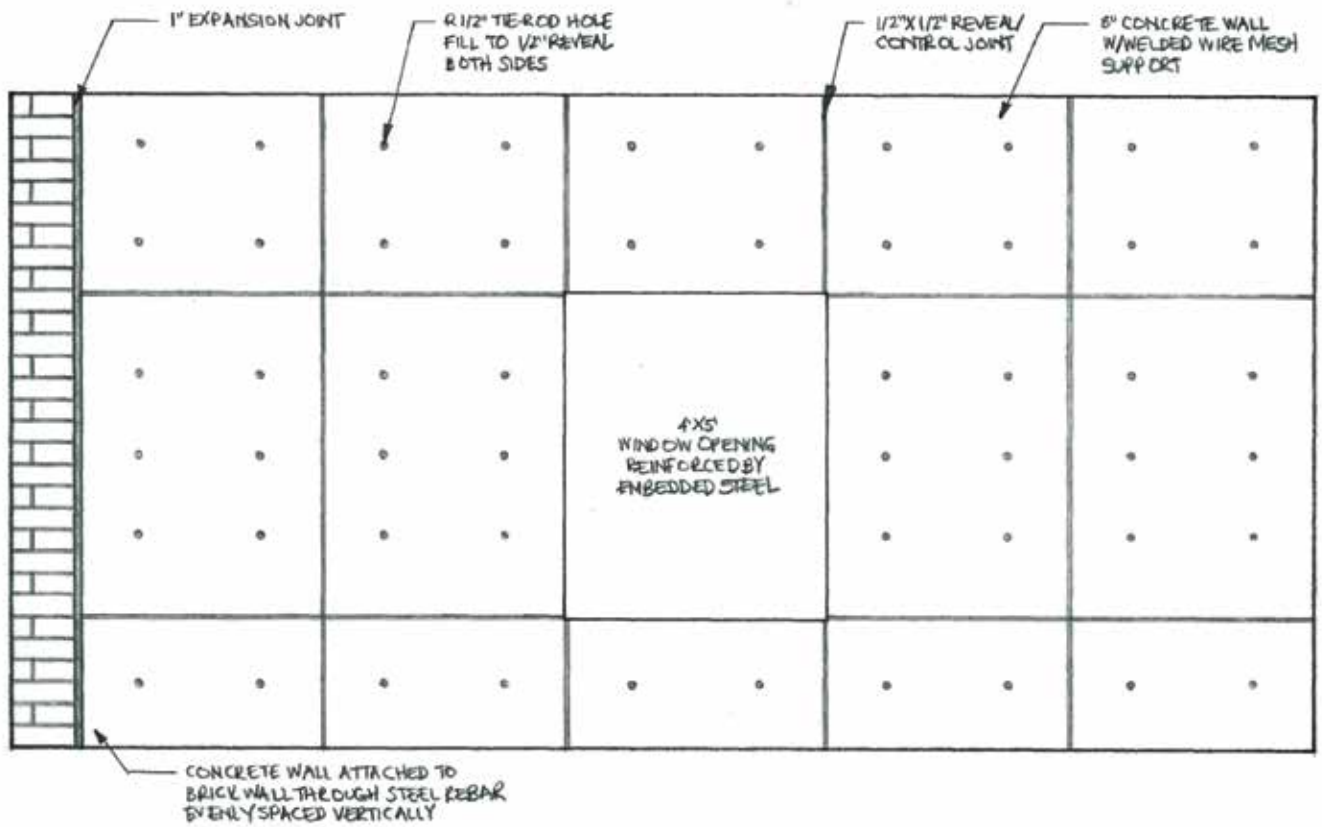
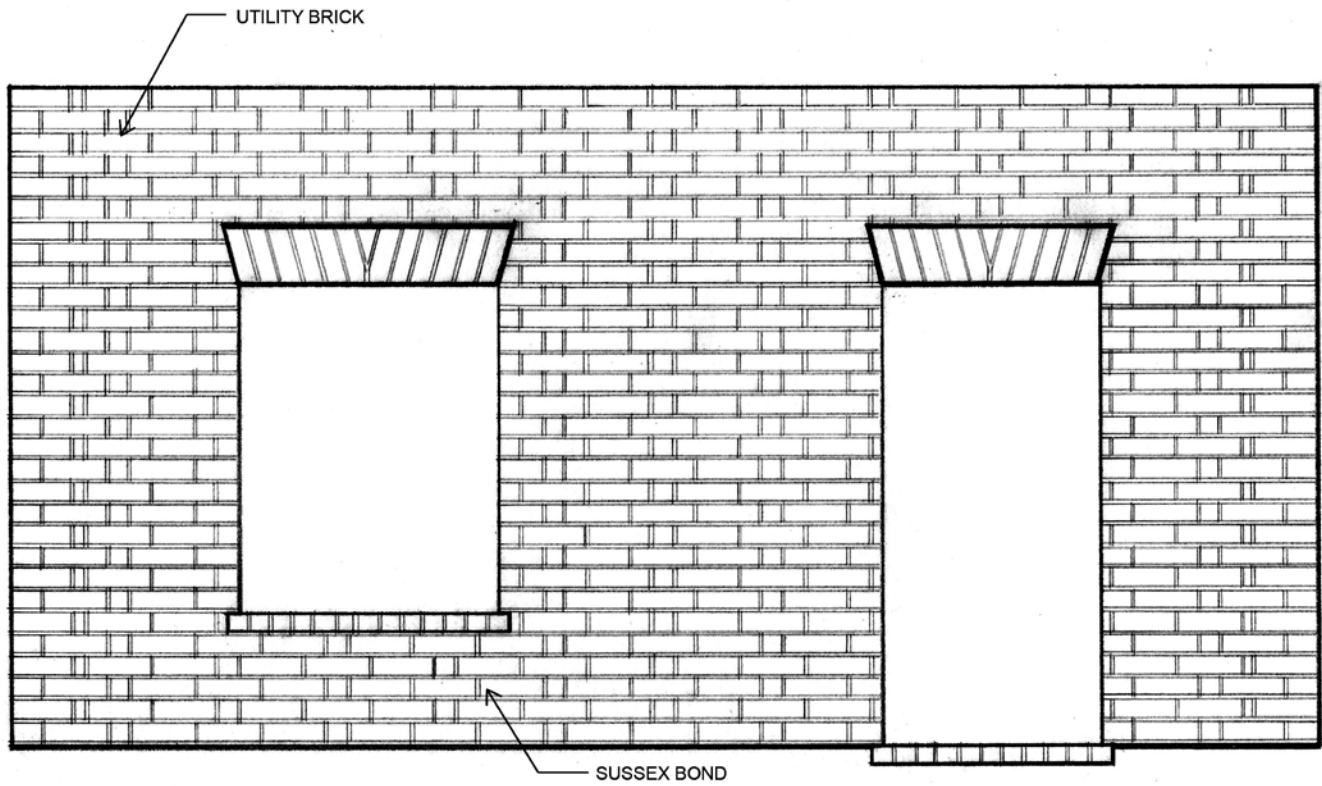
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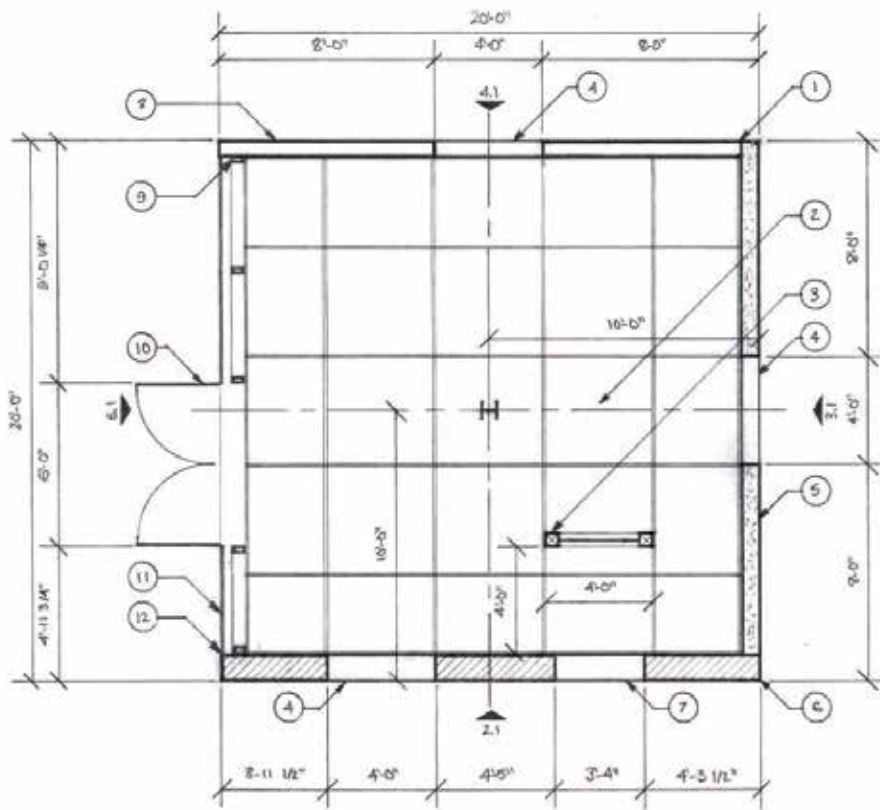


**BUILDING SECTION**

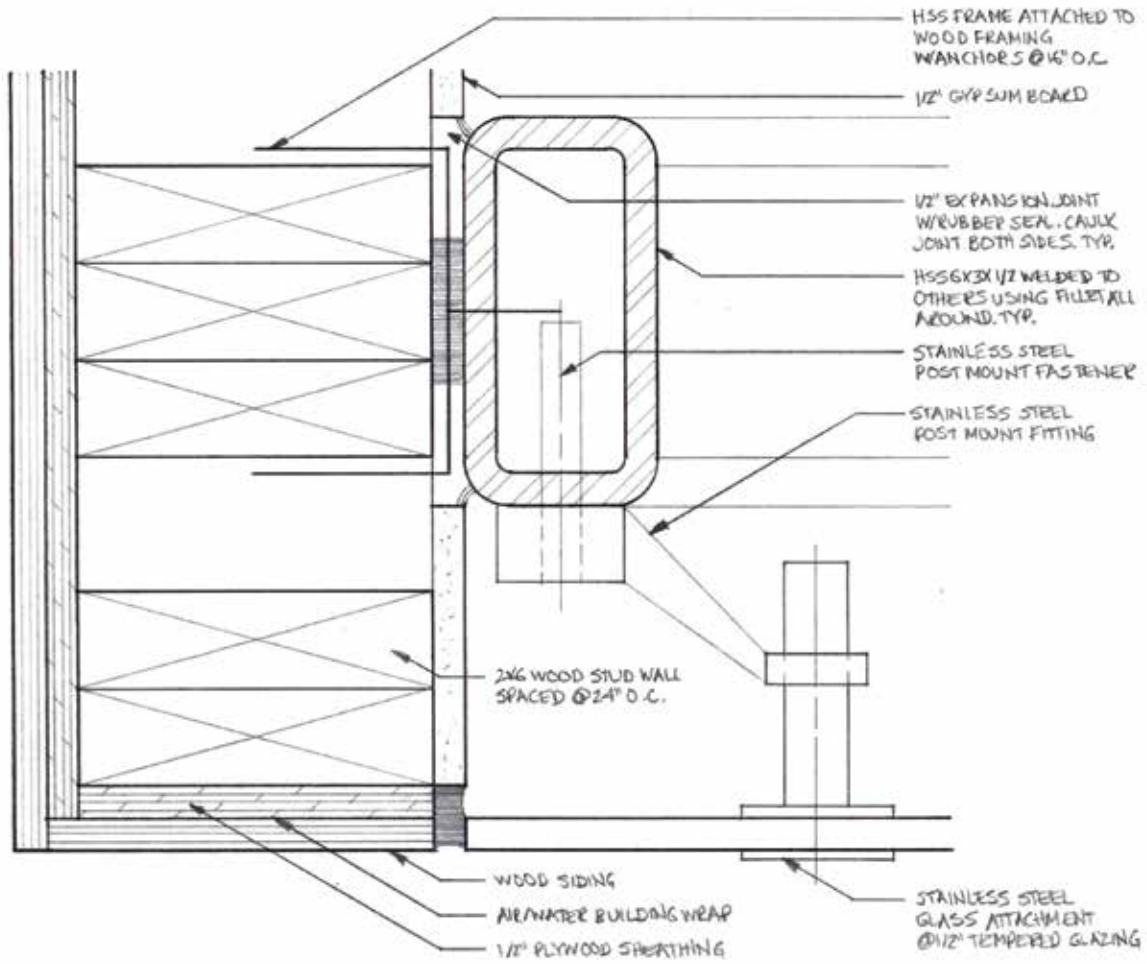


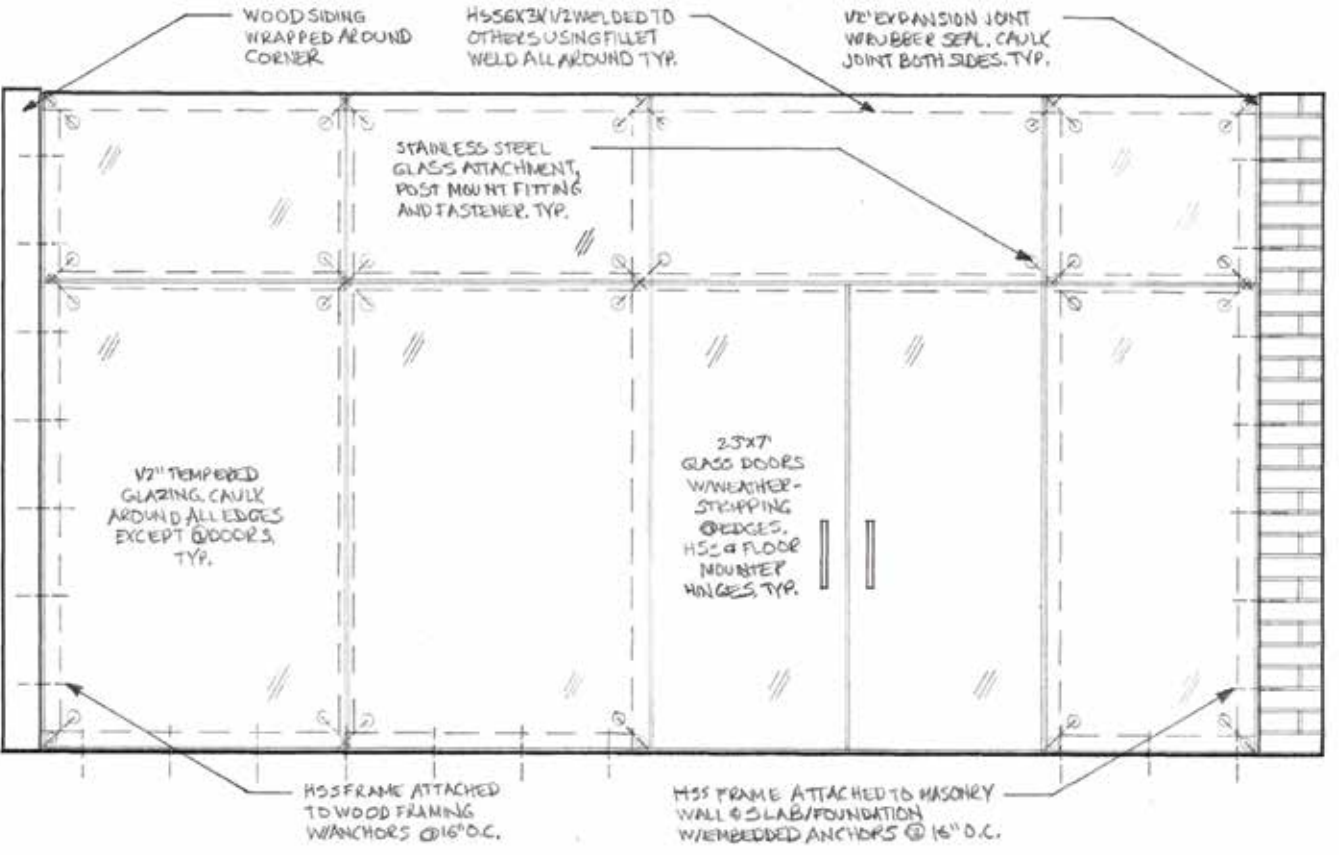
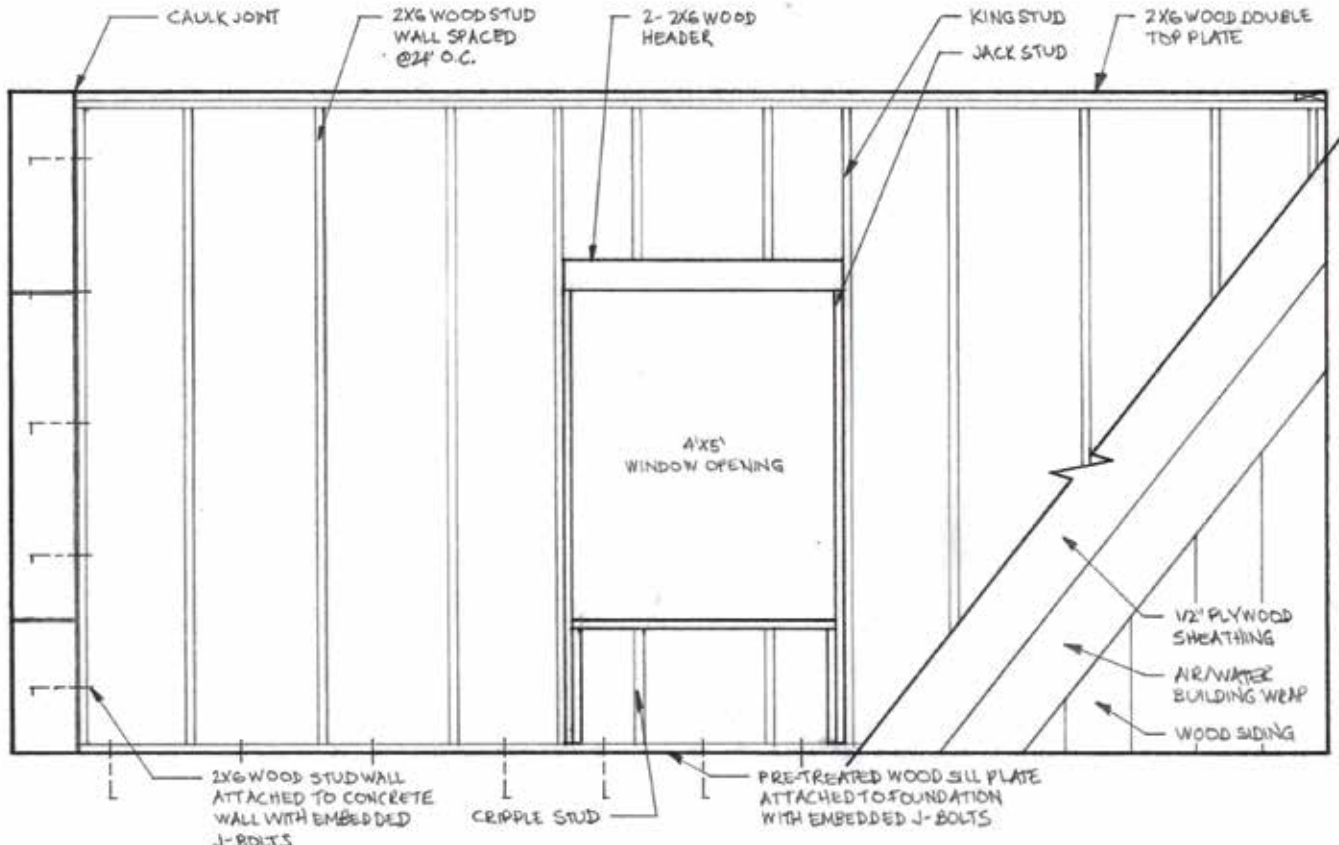
# Hand Drawing/Sketching

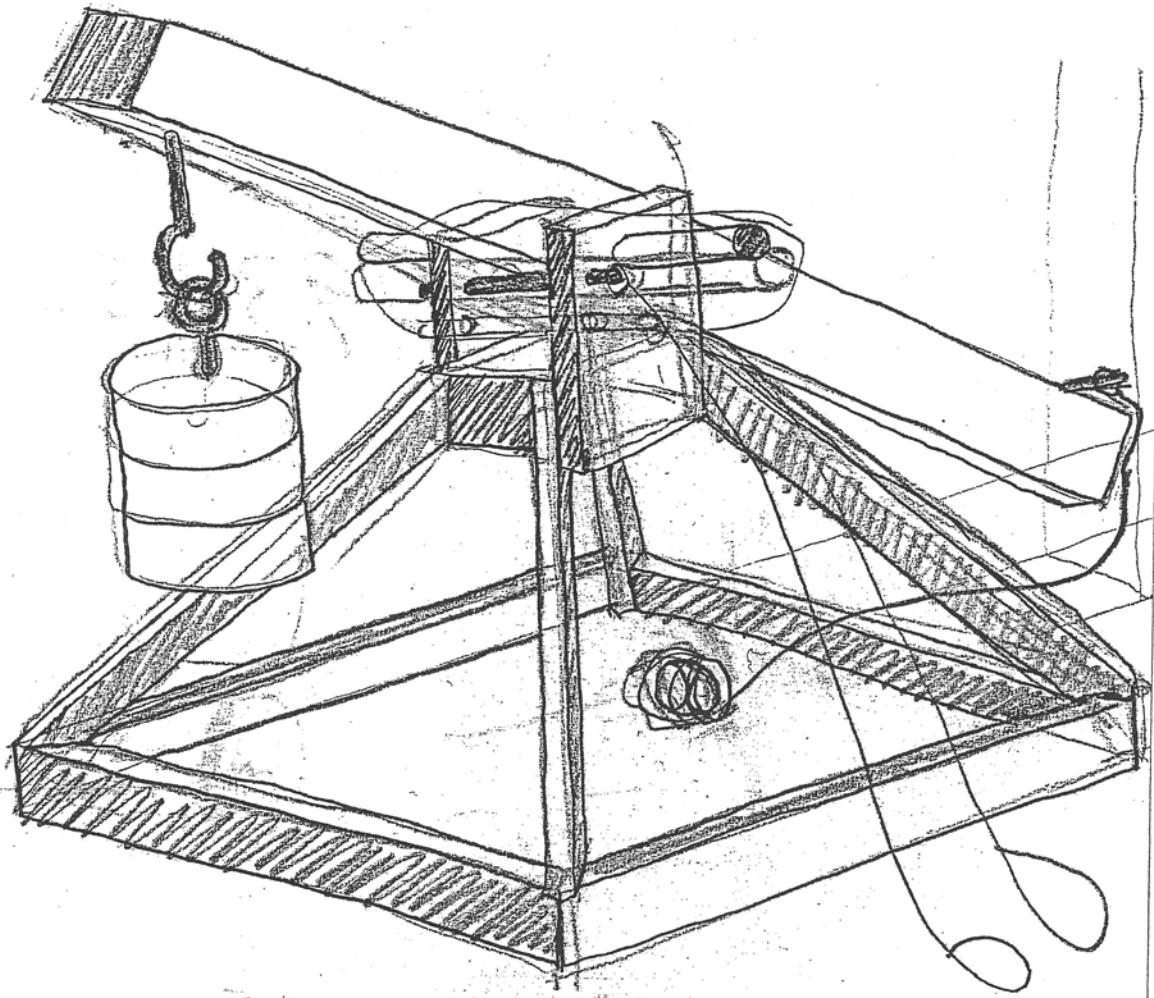




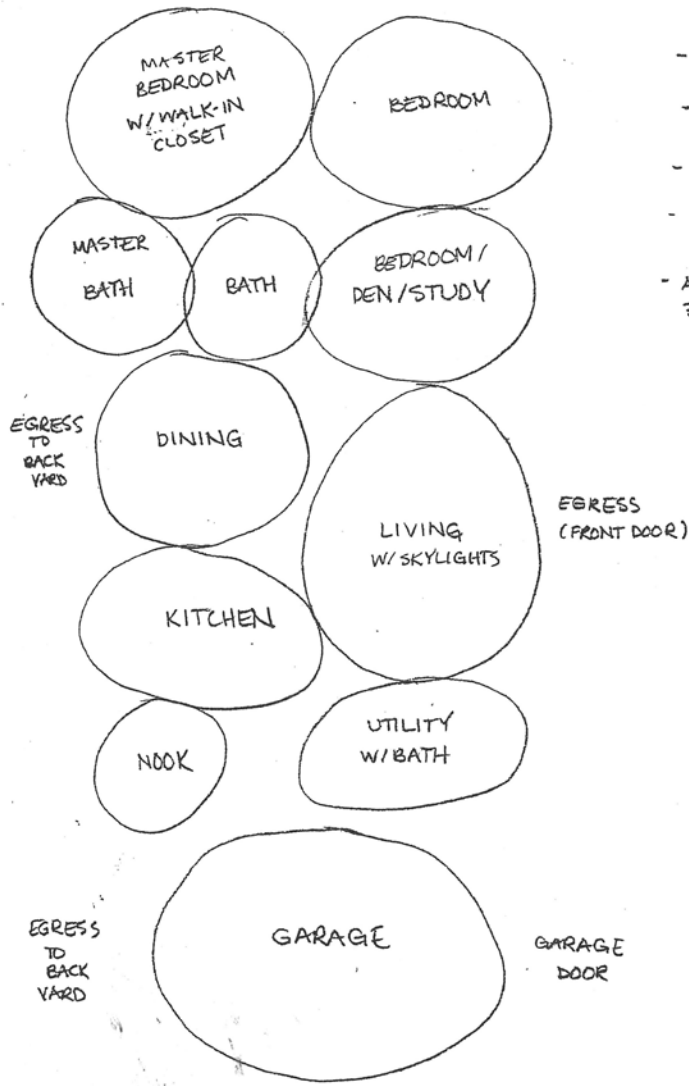
- ① 2X6 WOOD STUD WALL ATTACHED TO CONCRETE WALL W/ EMBEDDED J-BOLTS
- ② 4X4 TERRAZZO FLOORING W/ 1/2" JOINTS CENTERED ON FULL HEIGHT WEX31 STEEL COLUMN
- ③ 2'-0" HIGH, EXG. TIMBER FRAME W/ 1/2" TEMPERED TROTTED GLAZING
- ④ 4X5' DRAWING
- ⑤ 8" CONCRETE WALL W/ WELDED W/RT MESH ATTACHED TO BRICK WALL THROUGH STEEL REBAR @ 16" O.C. 1" EXPANSION JOINT W/ RUBBER SEAL, CAULK JOINT
- ⑥ UTILITY BRICK WALL SUSSEX BOND
- ⑦ 3X7 BOARDWAY
- ⑧ WOOD SIDING OVER AIR/MOISTURE BARRIER
- ⑨ HSS FRAME ATTACHED TO WOOD FRAMING W/ ANCHORS @ 16" O.C.
- ⑩ 2-3'X7' GLASS DOORS
- ⑪ 1/2" FULL THICK TEMPERED GLAZING W/ ANON-LESS STEEL GLASS ATTACHMENT, POST MOUNT FITTING AND FASTENER
- ⑫ HSS FRAME ATTACHED TO MASONRY WALL W/ EMBEDDED ANCHORS @ 16" O.C. 1/2" EXPANSION JOINT W/ RUBBER SEAL, CAULK JOINT BOTH SIDES



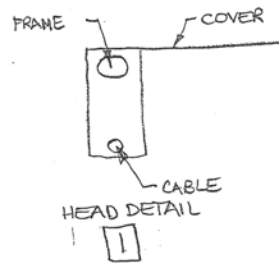
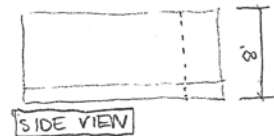
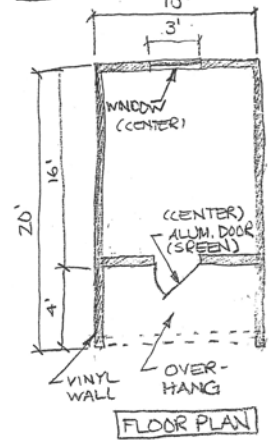
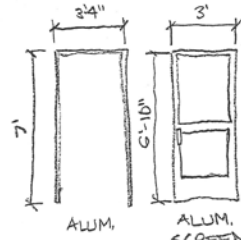
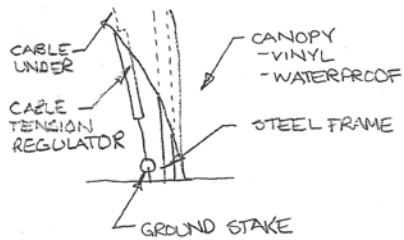
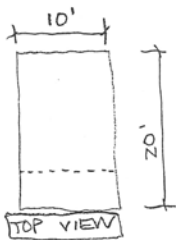
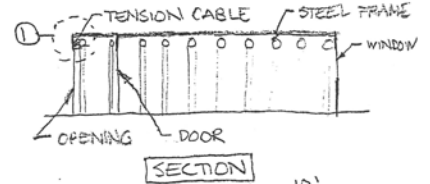
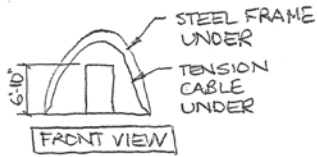




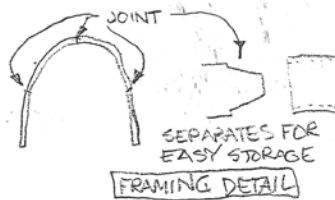
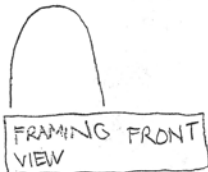
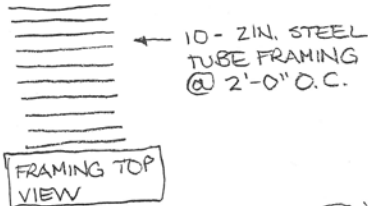




- HALLS ARE 4' WIDE
- DINING, KITCHEN, AND LIVING ARE OPEN TO ONE ANOTHER
- 16' GARAGE DOOR
- SLIDING GLASS DOOR IN DINING TO OUTSIDE
- ALL OTHER EXTERIOR DOORS ARE 36" WIDE



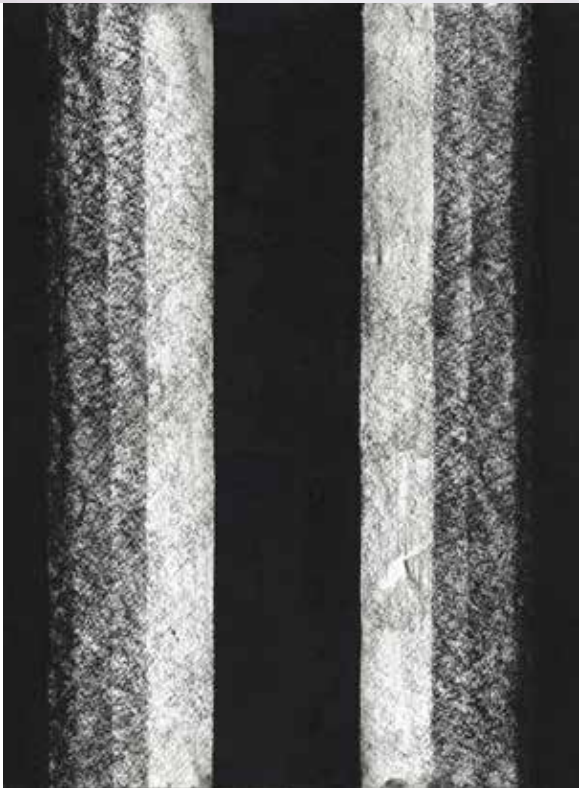
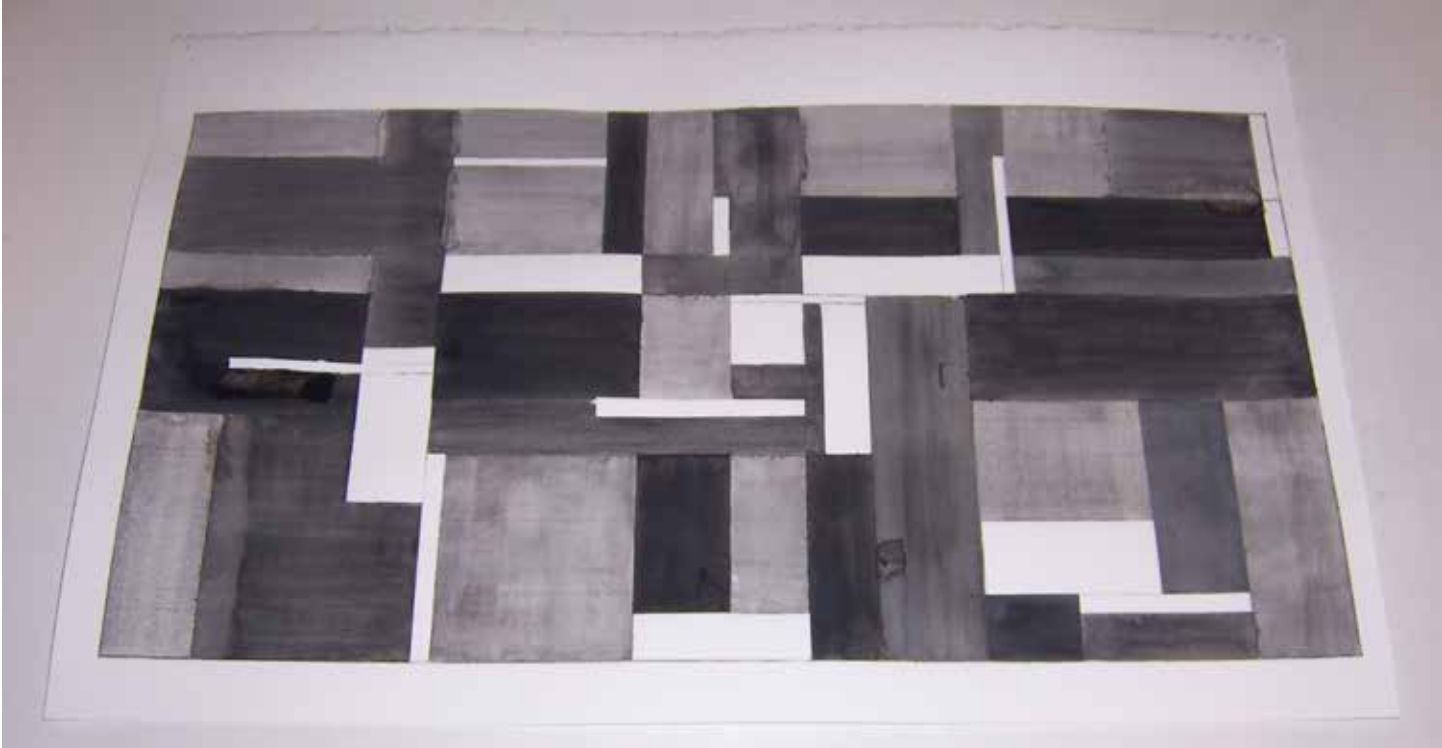
DOOR AND FRAME CAN BE BROKEN DOWN FOR STORAGE



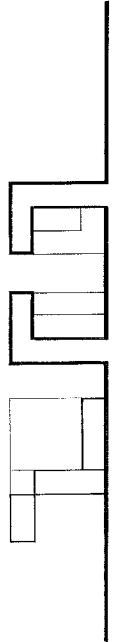
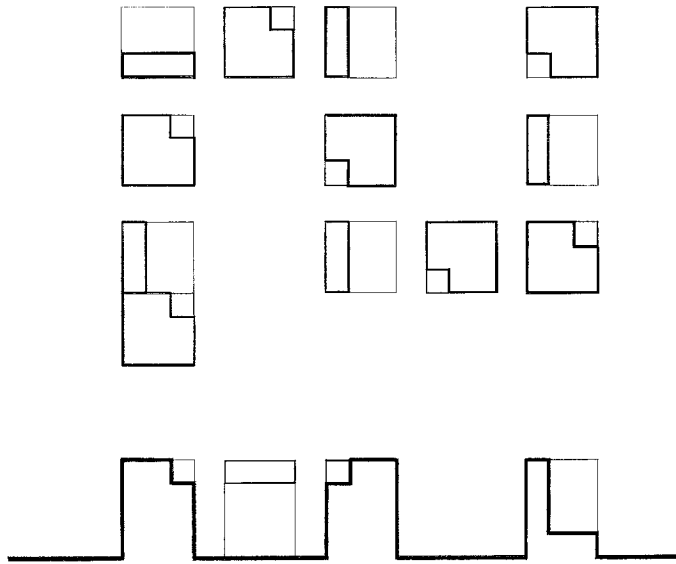
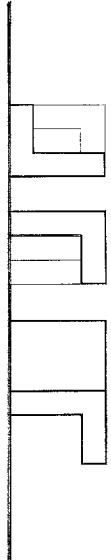
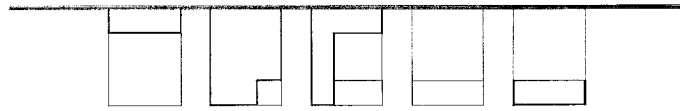
- STORAGE**
- FLAT-BED, TRUCK, ETC.
  - MINIMUM 256 CU. FT

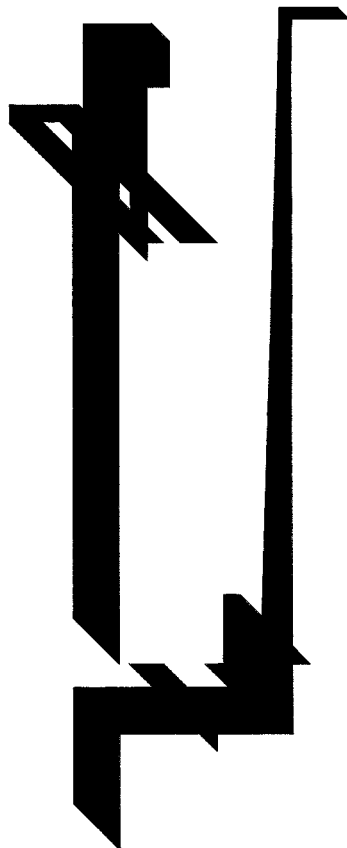
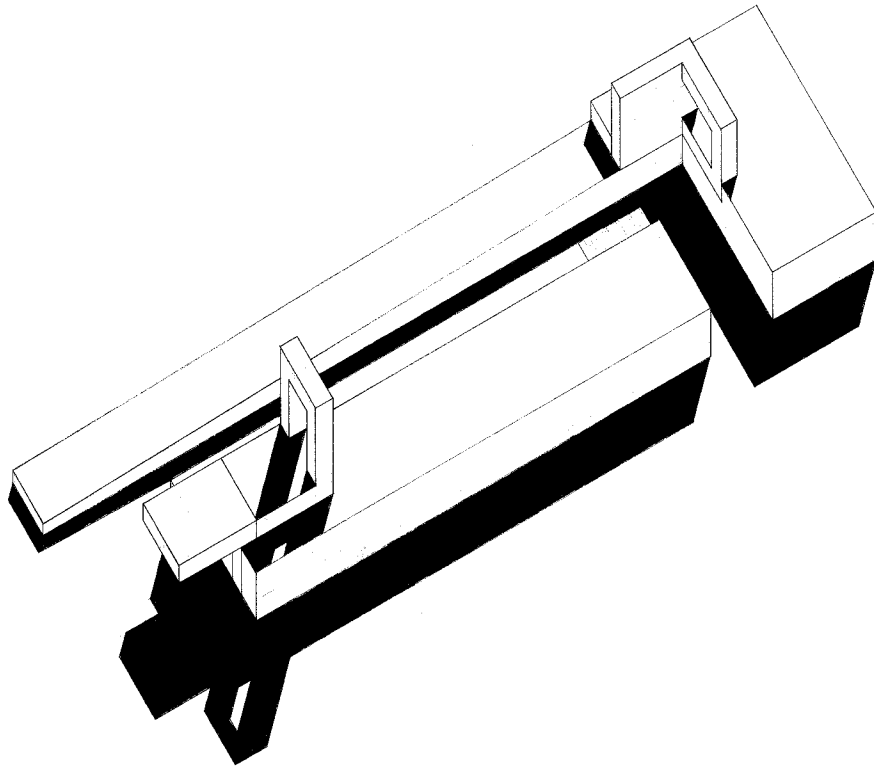
- NOTES**
- HANDICAP ACCESS
  - MUST BE PLACED ON FLAT DRY SURFACE
  - TEMP. COND. BASE OPTIONAL

# Watercolor and Charcoal



# Line Drawing





Thank you for looking at my portfolio. Please visit my website at [georgerozansky.com](http://georgerozansky.com) to contact me or view my latest work. You may also follow me on various social media networks.

George F. Rozansky