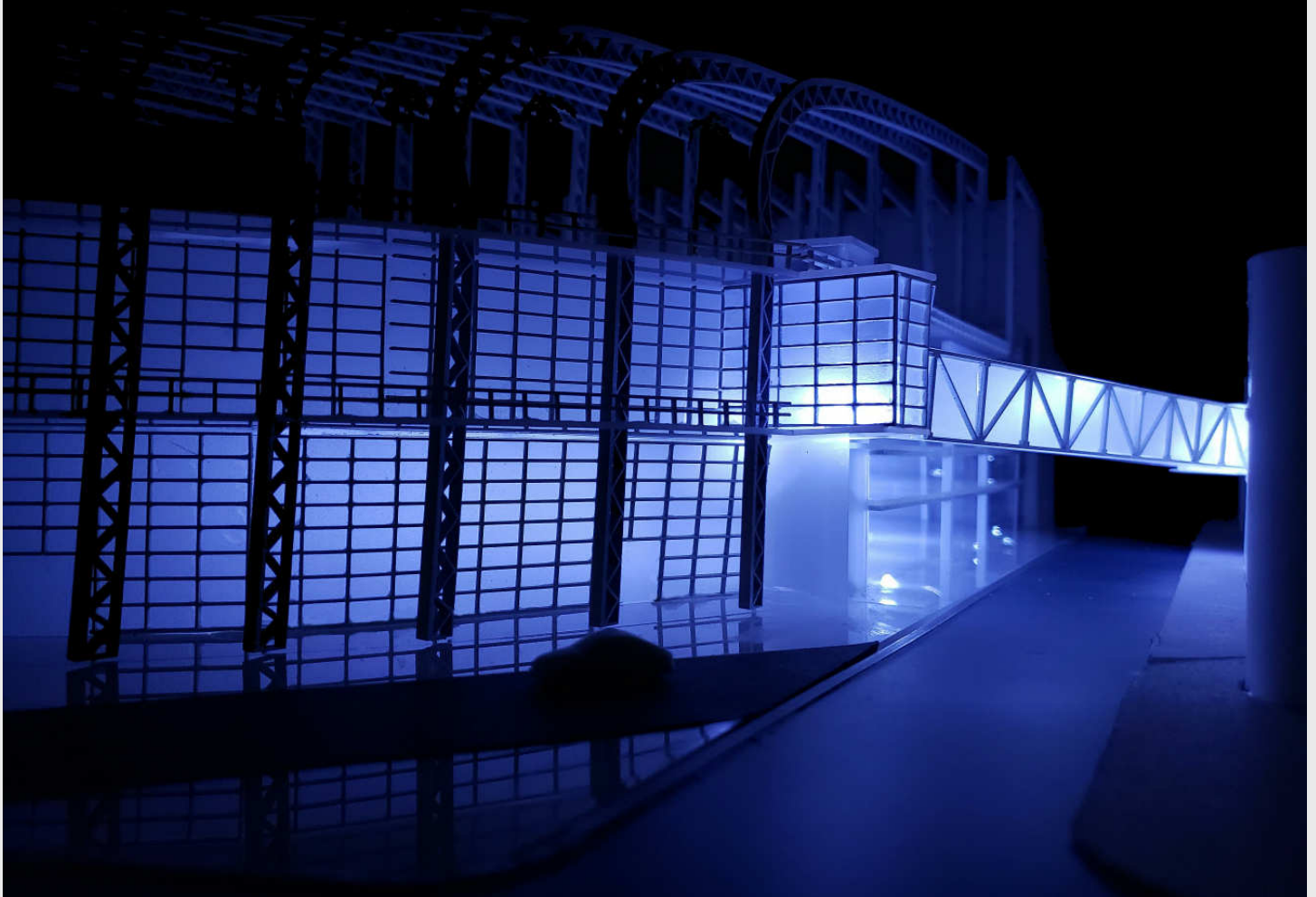


Makruhi Yesayan
Glendale Community College
Architectural Portfolio
2016-2019



Index

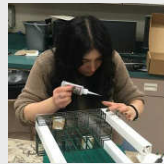
index	2
achivements	3
Mix Use Commercial Project at MacArthur Park	4-11
site	5
3 circullation going to child care center	6
3 circullation going to neighborhood community center	7
3 circullation going to apartments	8
isometric floor plans	9
sections	10-11
rendering	12
House for an Optical Illusionist	13-18
diagrams	14
floor plans	15
renderings	16
sections	17
models comparison	18
Mix Use Commercial Project in Little Tokyo	19-25
diagrams	20-21
floor plans	22
section cuts	23
models	24-26
Concrete, Floor, and Wall Making Project	27

02

Skills



Revit



Model Making



AutoCad



Laser Cutting



SketchUp



3D Printing



Photoshop



Hand Sketching

Achivements

PLATFORM Return: Community College Exhibition At WUHO

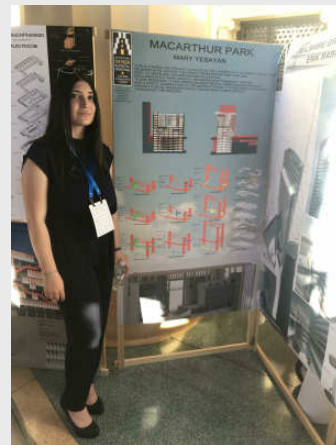
2019



PLATFORM At WUHO
2018



Glendale Teck Week
2018



03

Volunteer Work

COAST at Santa Monica
2018

Project Name: Reguilettes
by Aphidoidea



Winter Glow at Grand Park
2018

Project Name: S.O.L.
by Aphidoidea



Mix Use Project at MacArthur Park

Commercial Arch. Design II - Arch 135

Individual Project

Instructor: Paul Chiu

Glendale Community College Summer 2018 (5 weeks)

Mix use project located at the corner of S. Alvarado st. and Wilshire blvd, accross the street from MacArthur Park and next to Westlake/ MacArthur metro station. Includes Child Care Center, Neighborhood Community Center, 10 one bedroom, 15 two bedroom apartments, underground parking, and is designed to provide privacy for all residents while having public areas throughout the building. Thoroughly designed circulation allows individuals visiting the building from the street, metro, and underground parking to freely reach their desired location in the building.

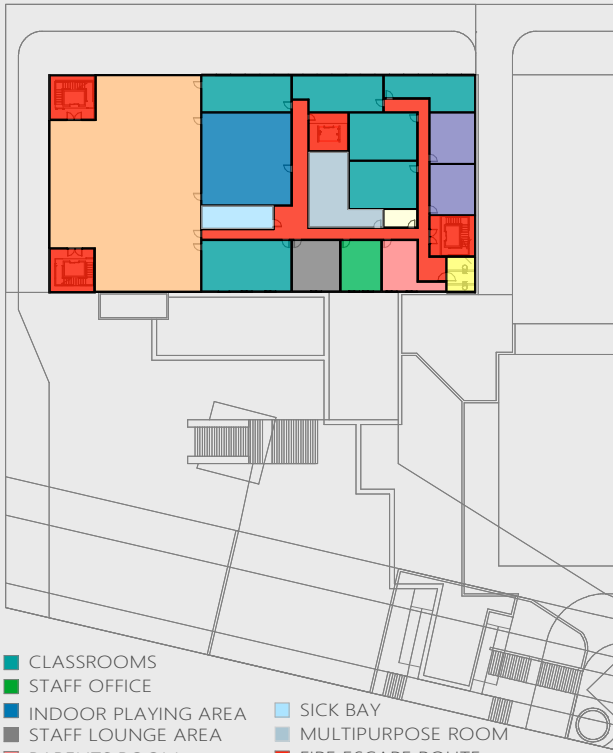
04



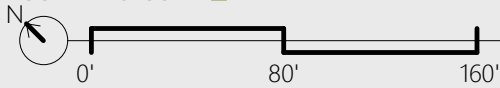
mediums used: plexiglass, mdf boards
laser cut
1/16" scale model
view at night from east



Child Care Center Plan Level

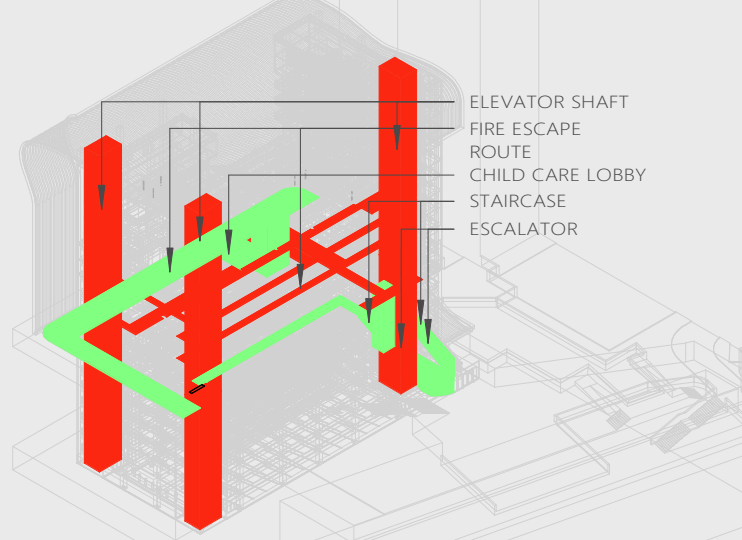


- CLASSROOMS
- STAFF OFFICE
- INDOOR PLAYING AREA
- STAFF LOUNGE AREA
- PARENTS ROOM
- RESTROOMS
- OUTDOOR PLAYGROUND
- SICK BAY
- MULTIPURPOSE ROOM
- FIRE ESCAPE ROUTE
- TRASH CHUTE
- LAUNDRY

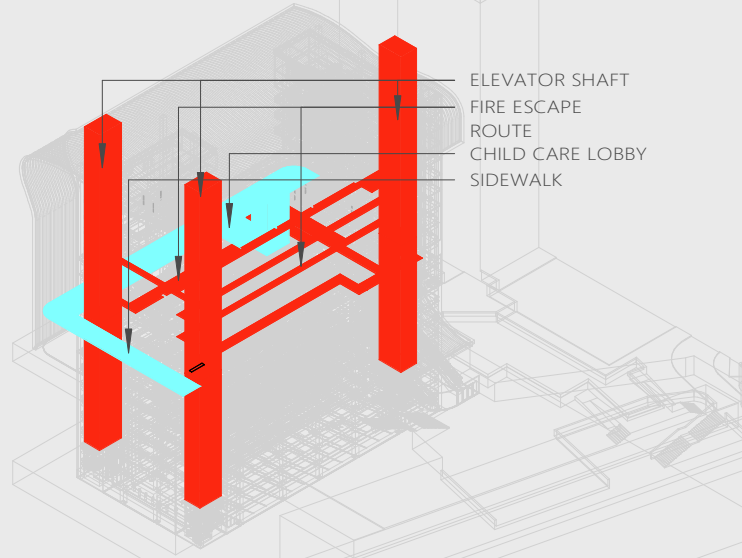


Child Care Center Drop-off Level

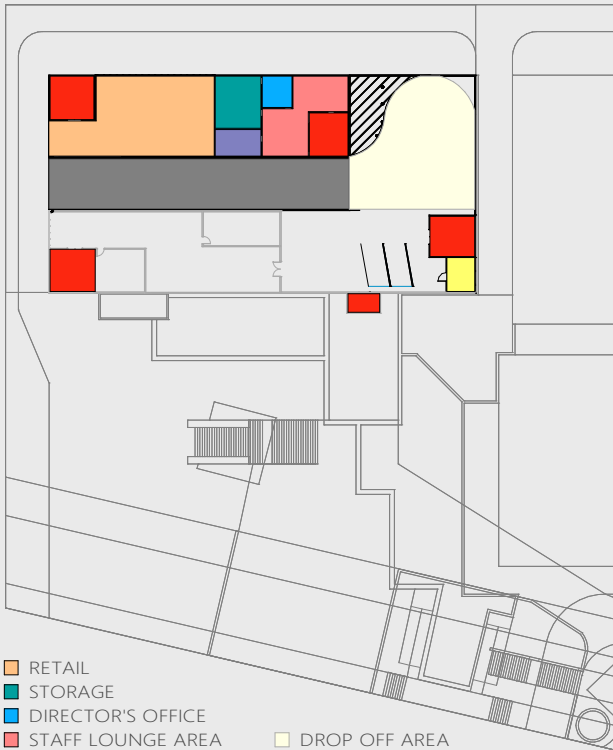
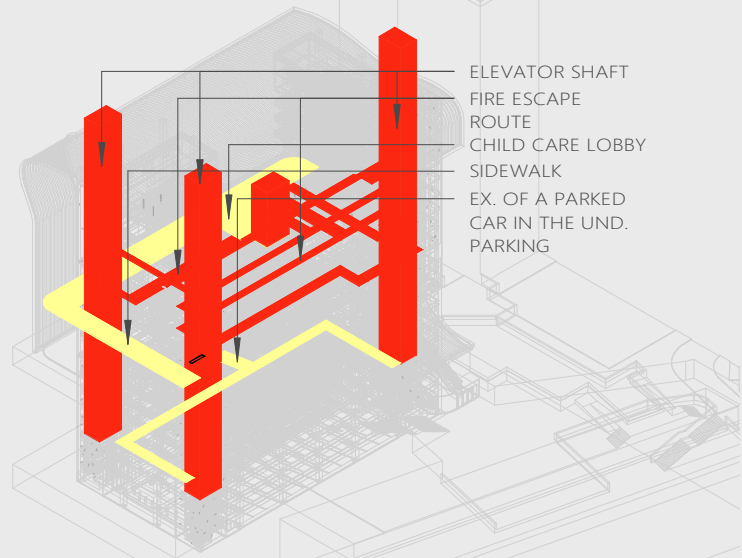
Metro Level to Child Care Center



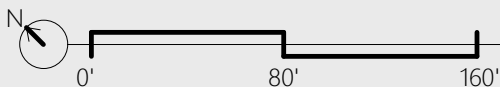
Street Level to Child Care Center



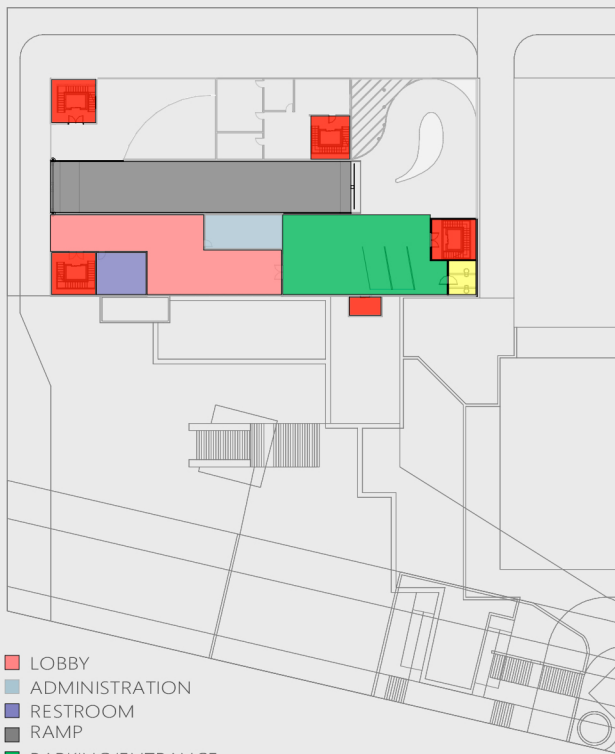
Parking Level to Child Care Center



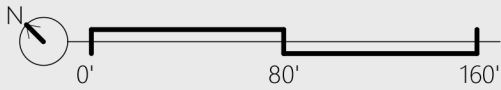
- RETAIL
- STORAGE
- DIRECTOR'S OFFICE
- STAFF LOUNGE AREA
- RESTROOM
- RAMP
- DROP OFF AREA
- ELEVATORS
- TRASH CHUTE



Neighborhood Center Entrance Level

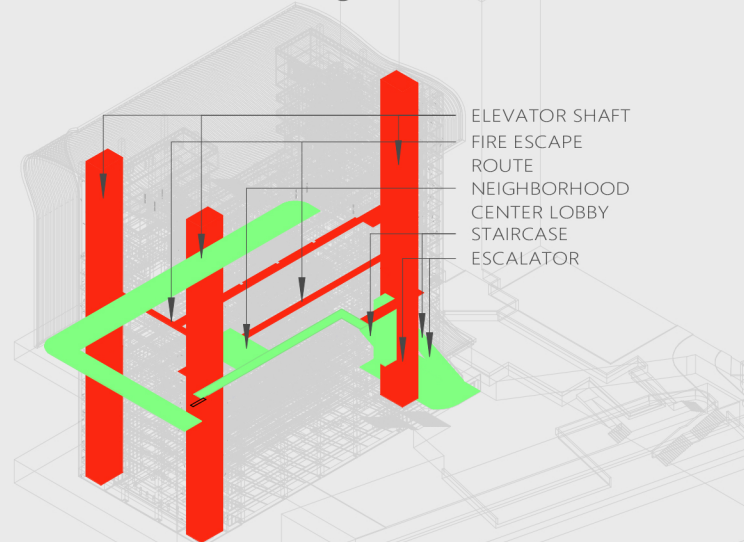


- LOBBY
- ADMINISTRATION
- RESTROOM
- RAMP
- PARKING/ENTRANCE
- ELEVATORS
- TRASH CHUTE

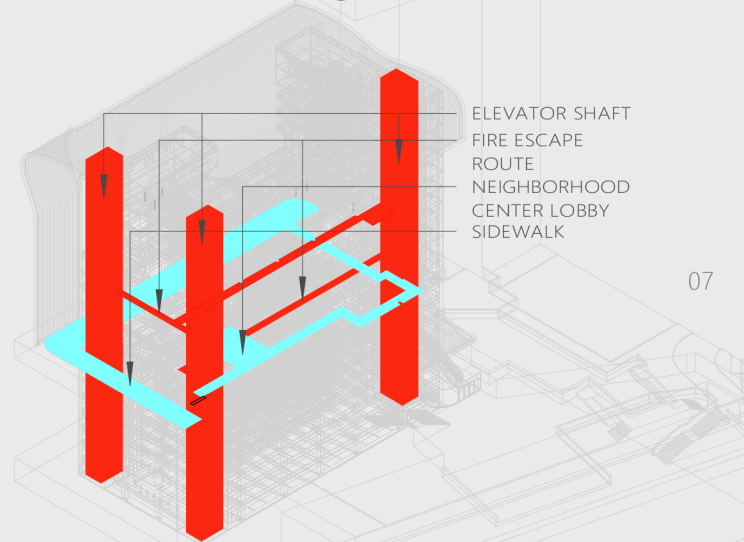


Neighborhood Center Plan Level

Metro Level to Neighborhood Center

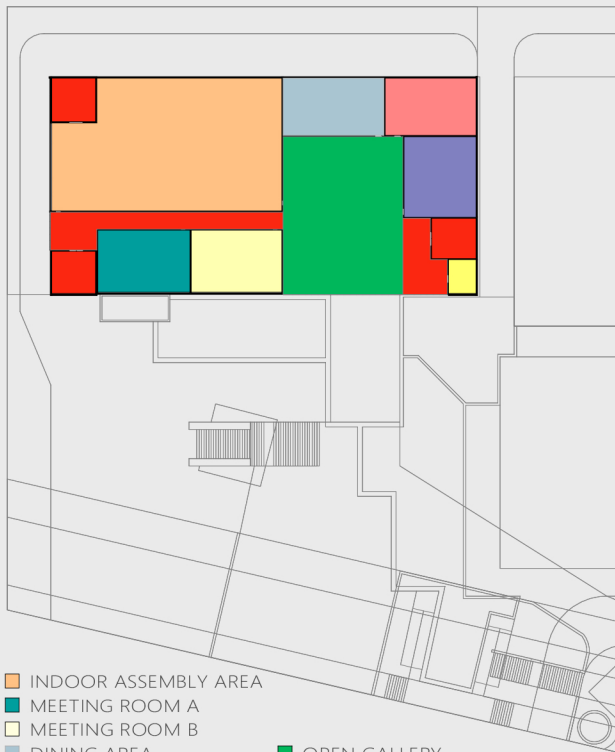
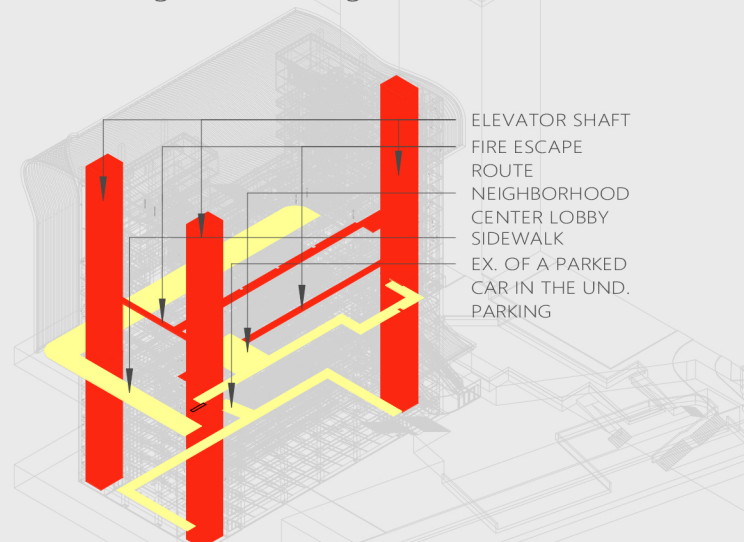


Street Level to Neighborhood Center

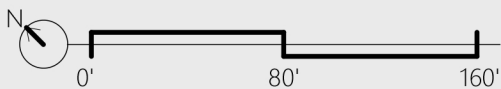


07

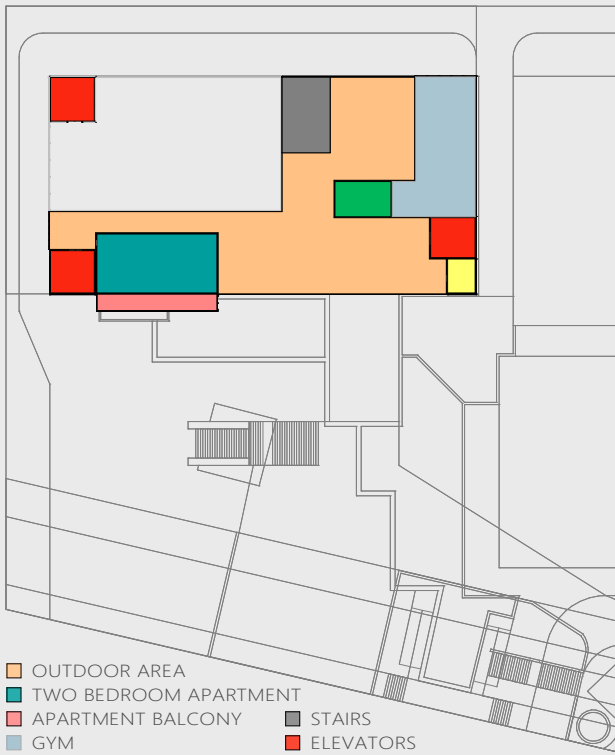
Parking Level to Neighborhood Center



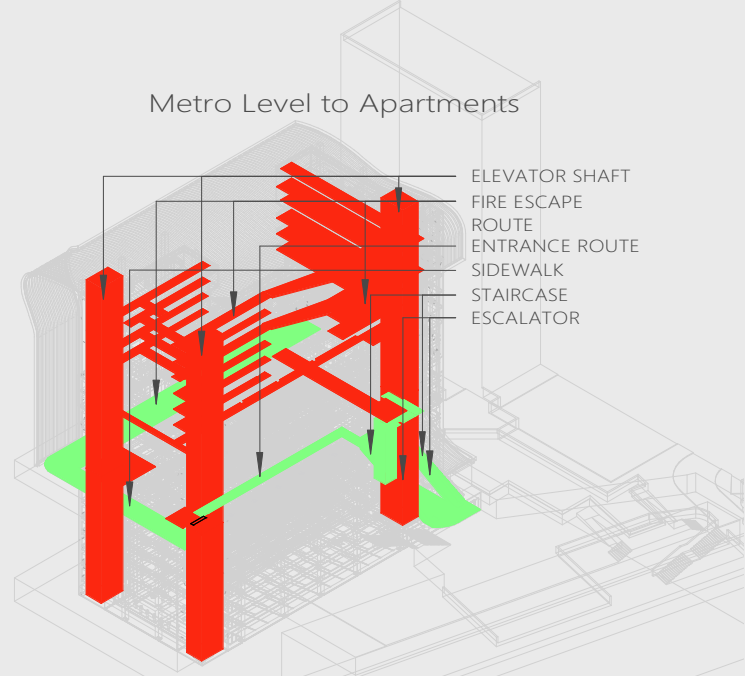
- INDOOR ASSEMBLY AREA
- MEETING ROOM A
- MEETING ROOM B
- DINING AREA
- KITCHEN
- RESTROOM
- OPEN GALLERY
- FIRE ESCAPE ROUTE/ELEVATORS
- TRASH CHUTE



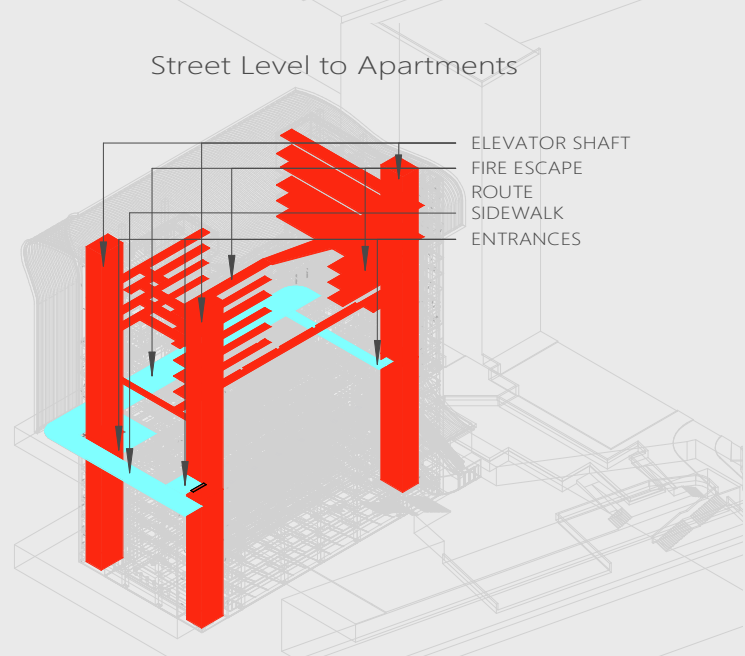
Apartments First Floor Plan



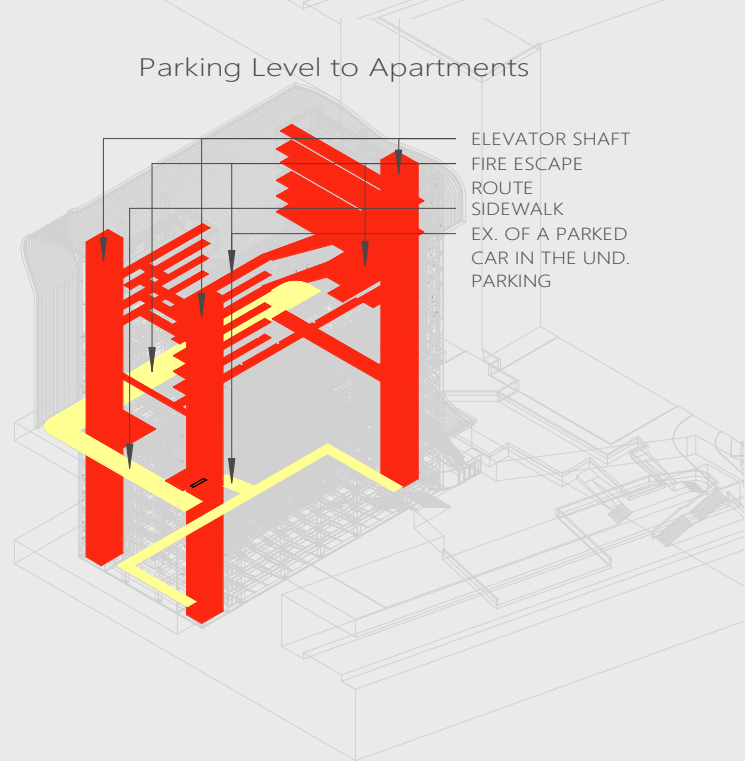
Metro Level to Apartments



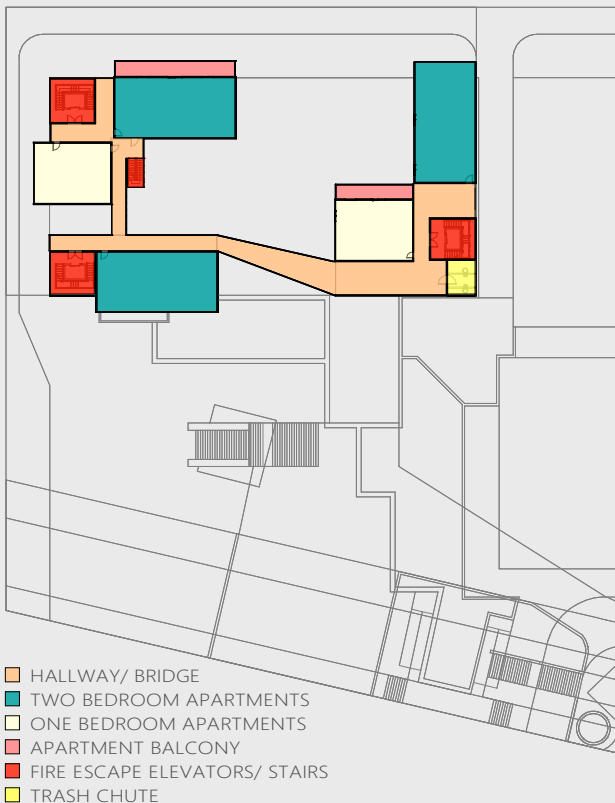
Street Level to Apartments












Parking Level to Apartments



Apartments Fifth Floor Plan



-  Emergency
-  Trash Chute
-  Bridge
-  Café
-  Apartments
-  Retail
-  Child Day Care Center
-  Outdoor Area
-  Neighborhood Center

Roof

Level 11

Level 9

Level 6-8&10

Level 5

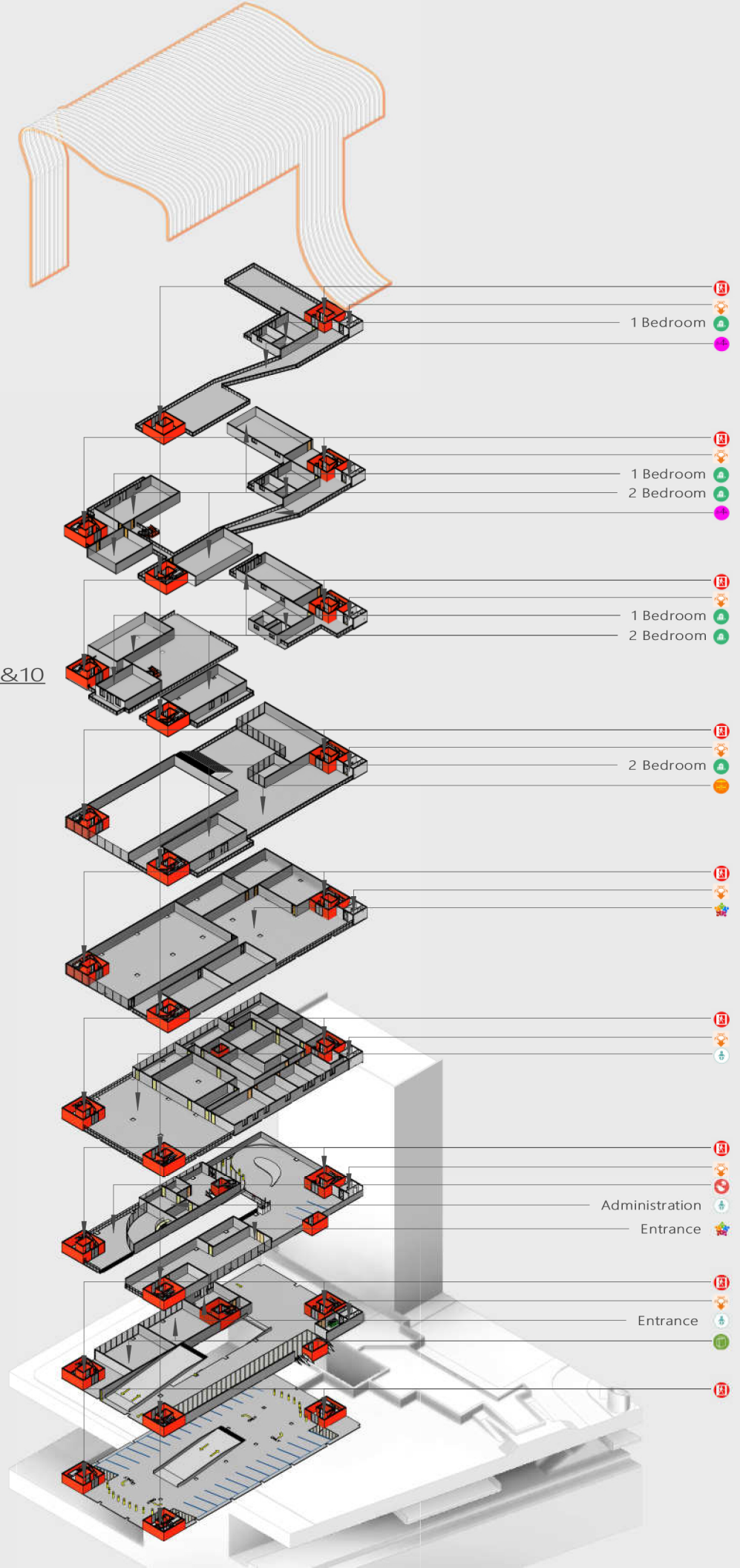
Level 4

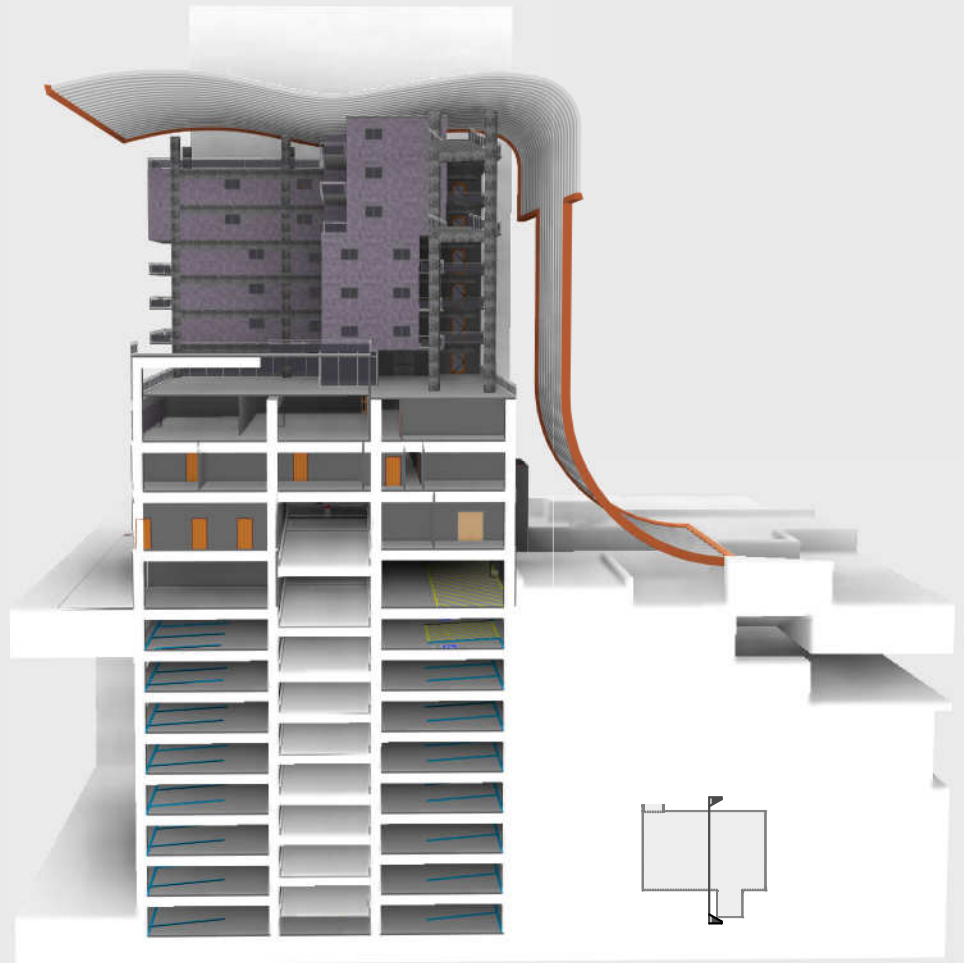
Level 3

Level 2

Level 1

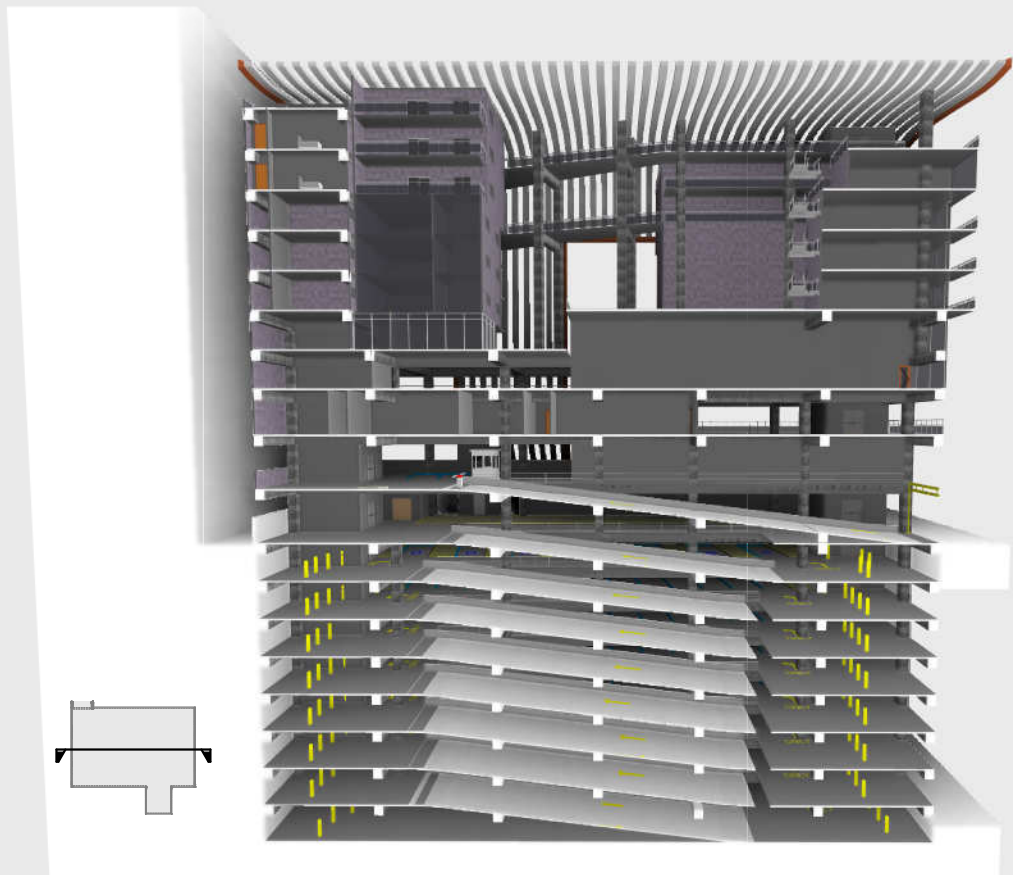
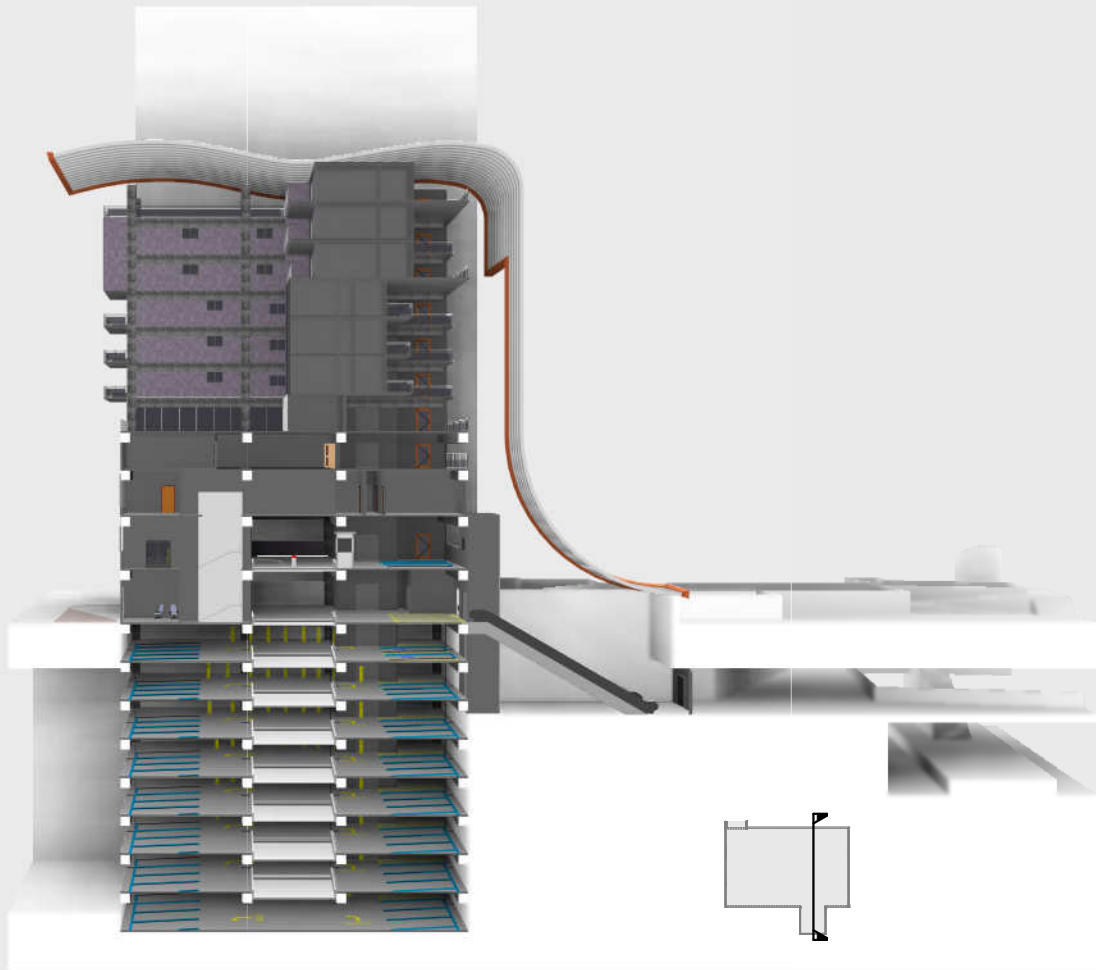
P8-P1





10







HOUSE FOR AN ILLUSIONIST

Residential Arch. Design I - Arch 120

Individual Project

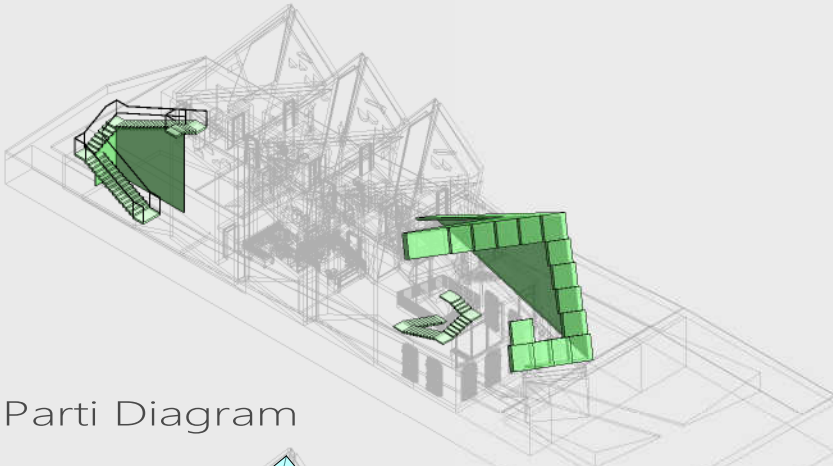
Instructor: Paul Chiu

Glendale Community College Fall 2017

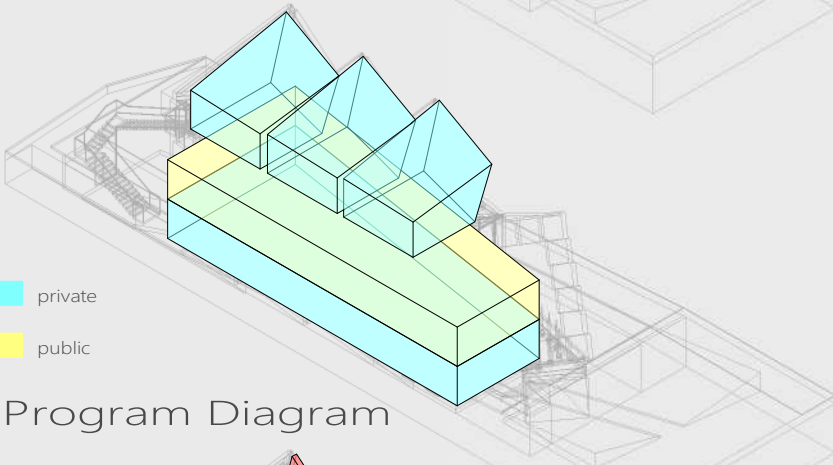
The house is designed for an optical illusion artist. The concept of the house is that all the tricks of the house, be it decorative or functional, are designed to be seen only from one specific spot designed for each trick. Once the person is not in that specific spot, the mystery of how the tricks work will be discovered, just like how it is when the optical illusionists perform from the stage. The audience is only meant to see the illusions from where they are seated, because if they watch the performance from somewhere else the mystery will be solved. Inspired by Penrose staircase, which is an impossible staircase created by Lionel Penrose, the house is designed to have 3 bedrooms, 2 car garage, as well as it has 2 exits from each level. Some areas of the house were redesigned and there are 2 models.



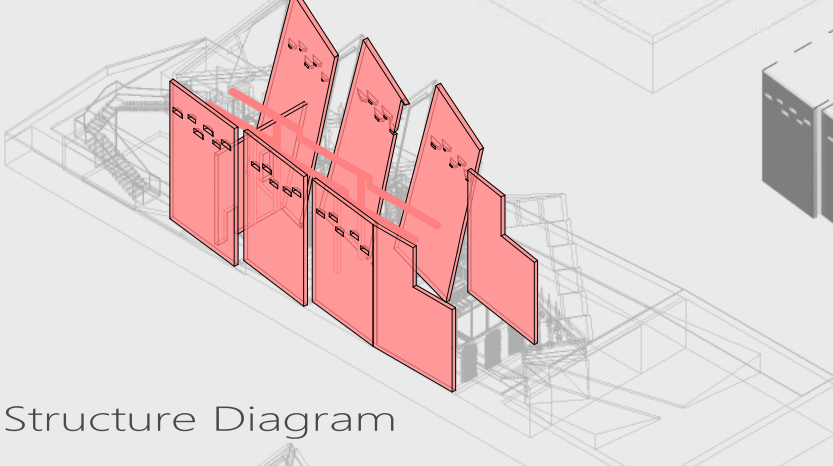
mediums used: mdf boards, plexiglass
laser cut
1/4" scale models



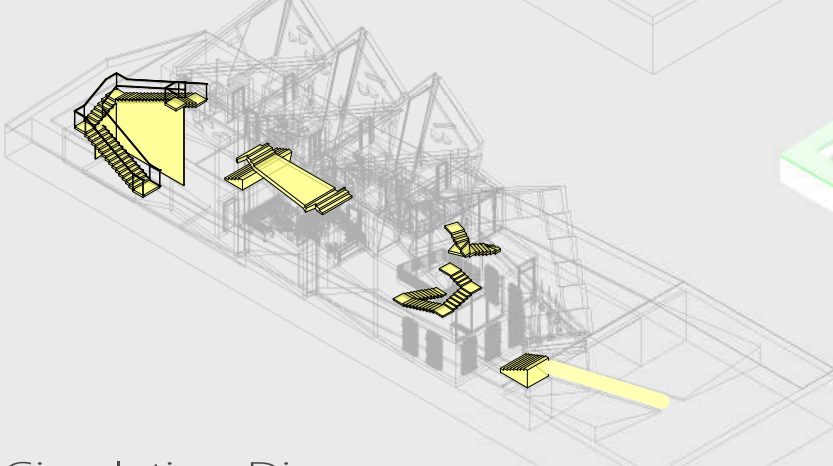
Parti Diagram



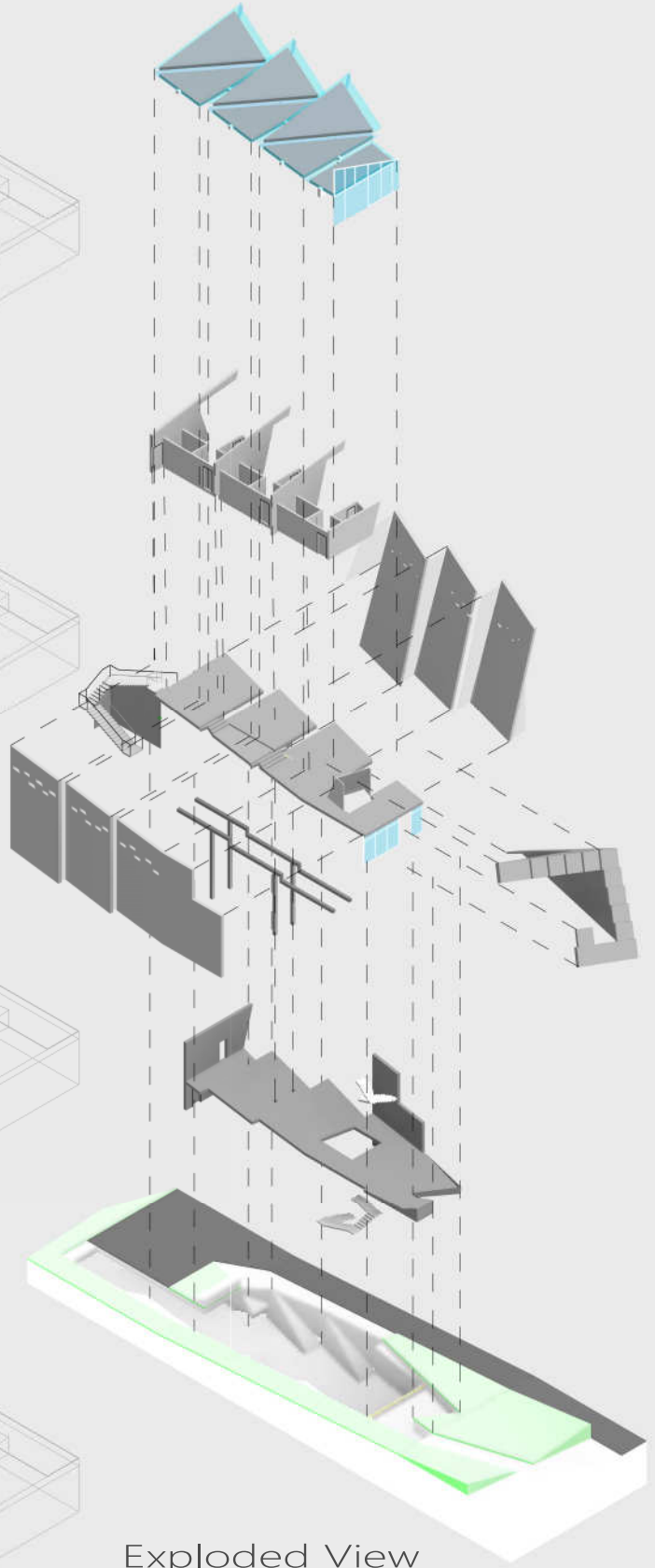
Program Diagram



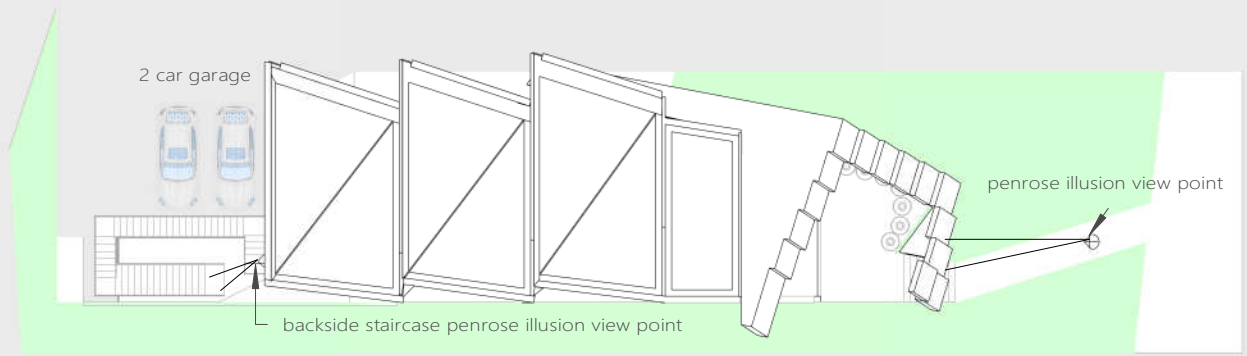
Structure Diagram



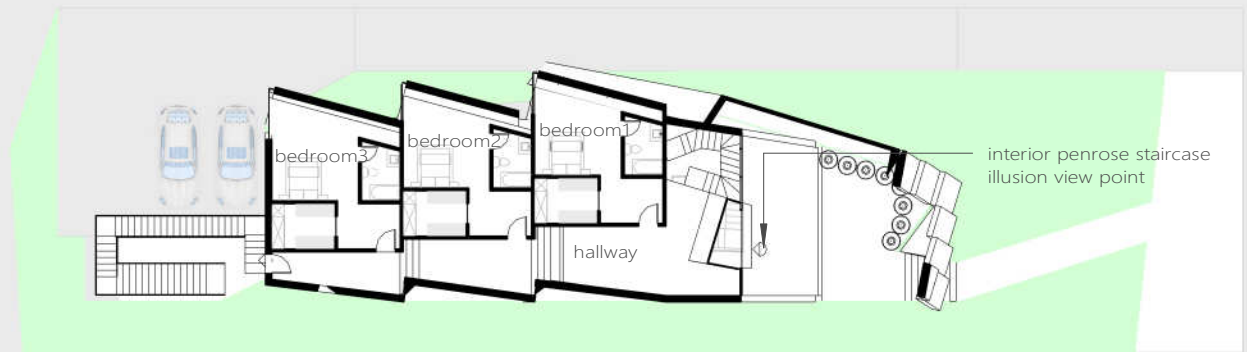
Circulation Diagram



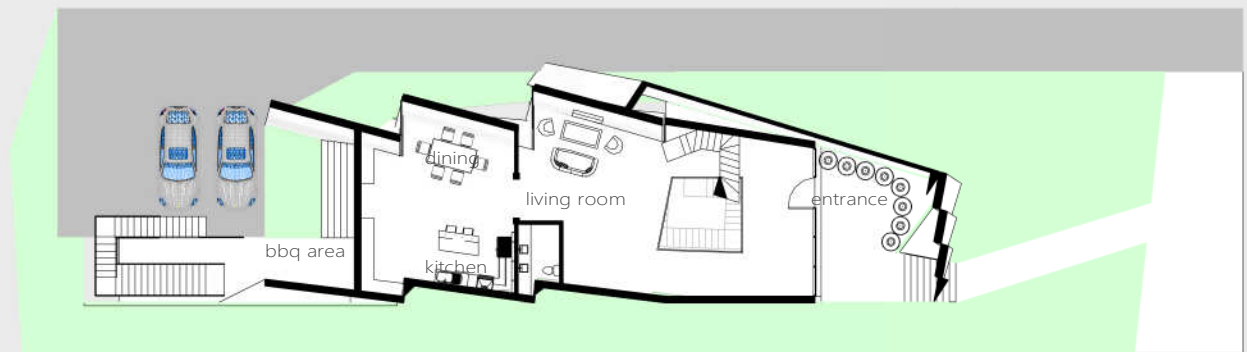
Exploded View



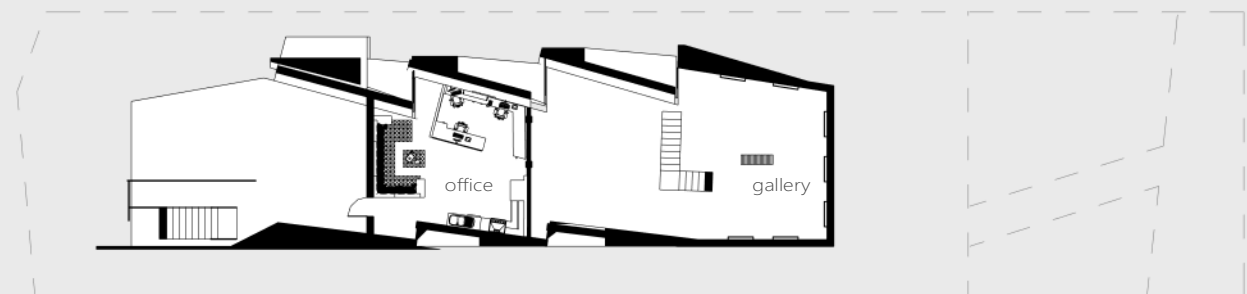
Site Plan



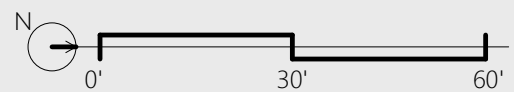
Second Level

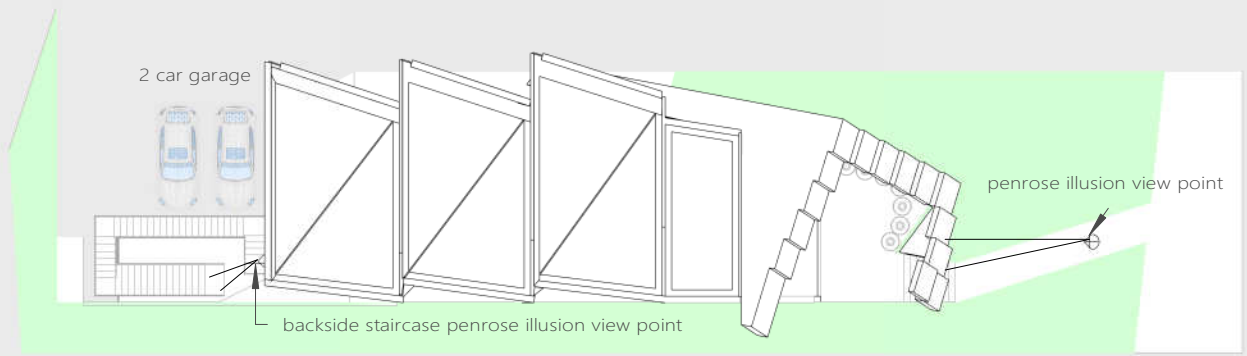


First Level

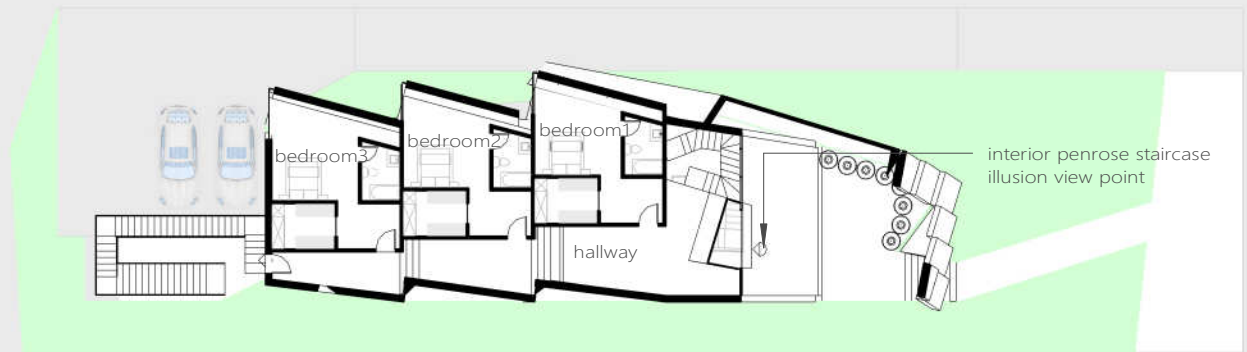


Basement Level

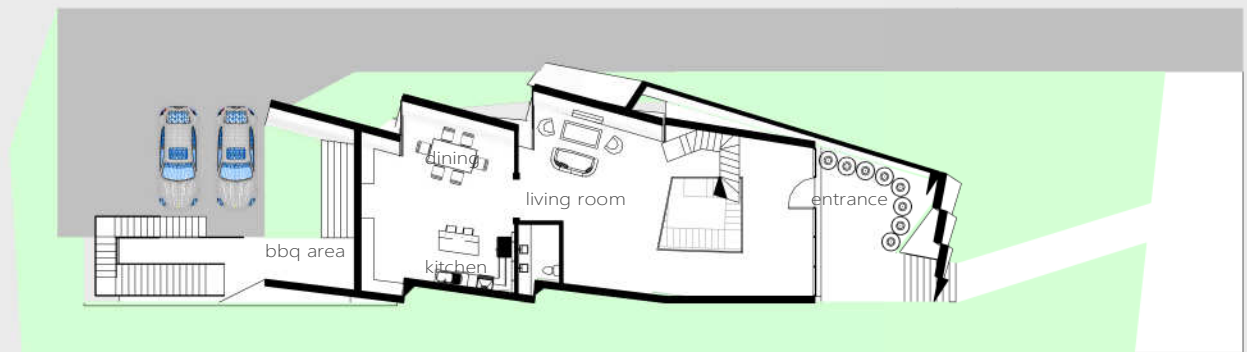




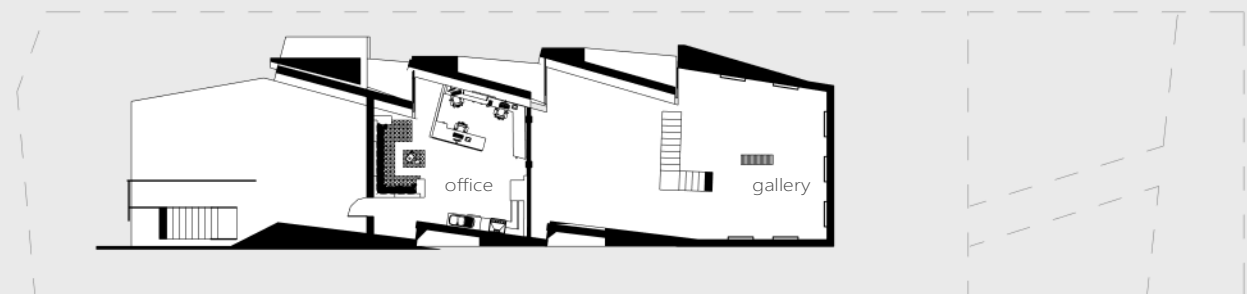
Site Plan



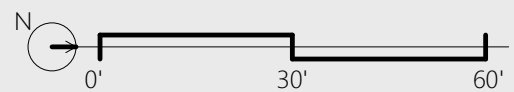
Second Level

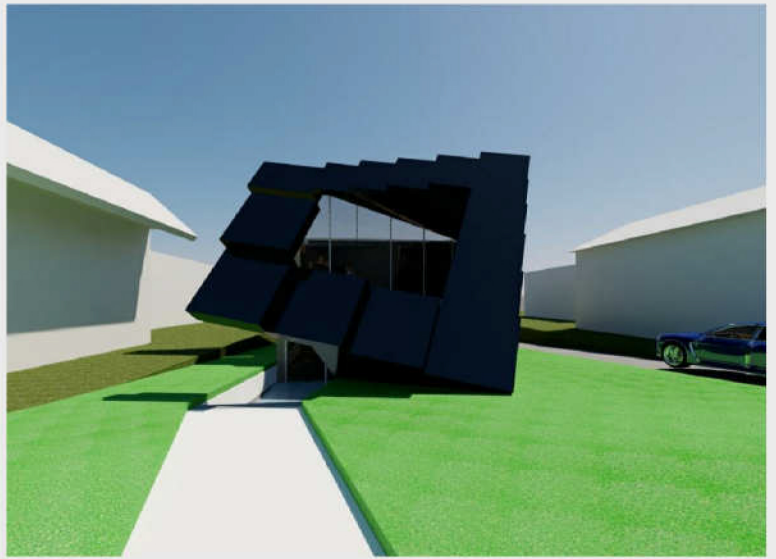
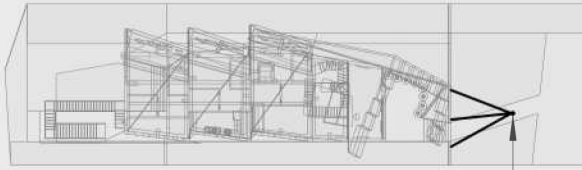


First Level

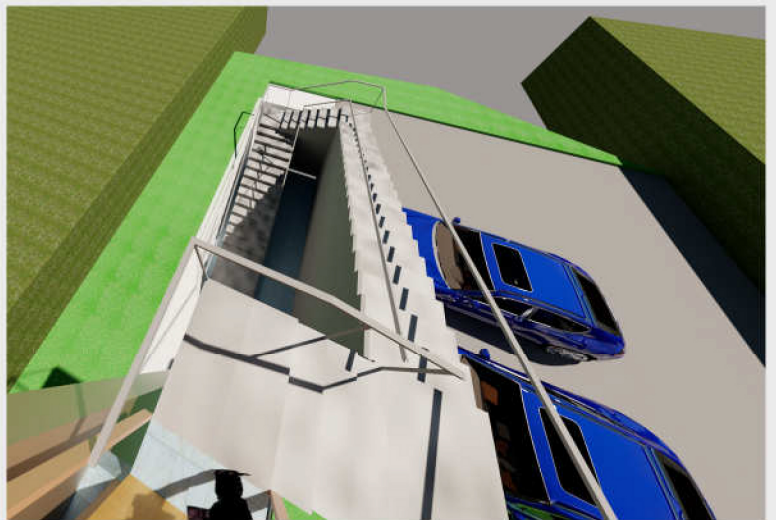
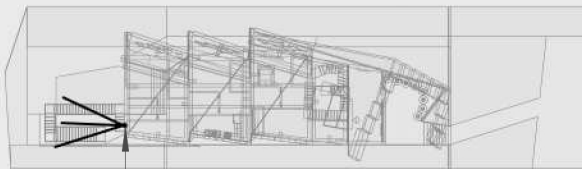


Basement Level

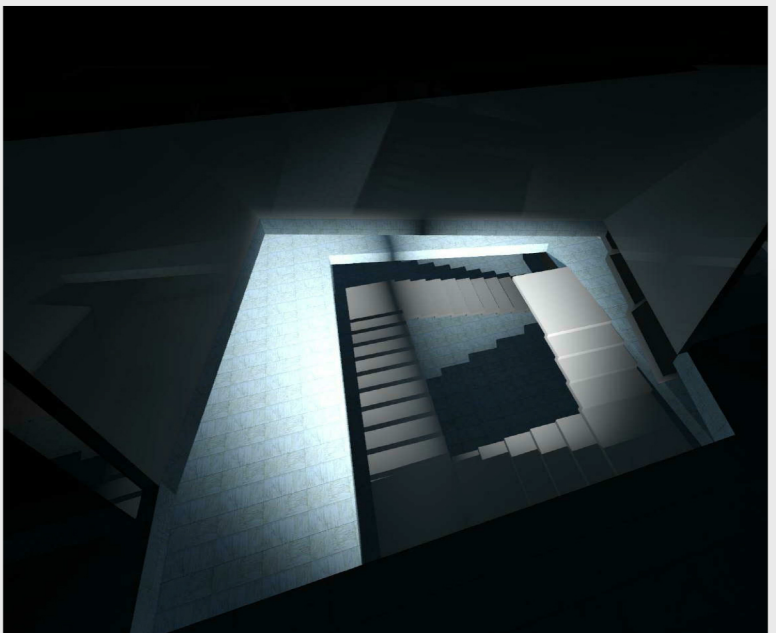
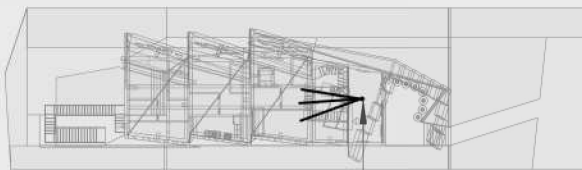




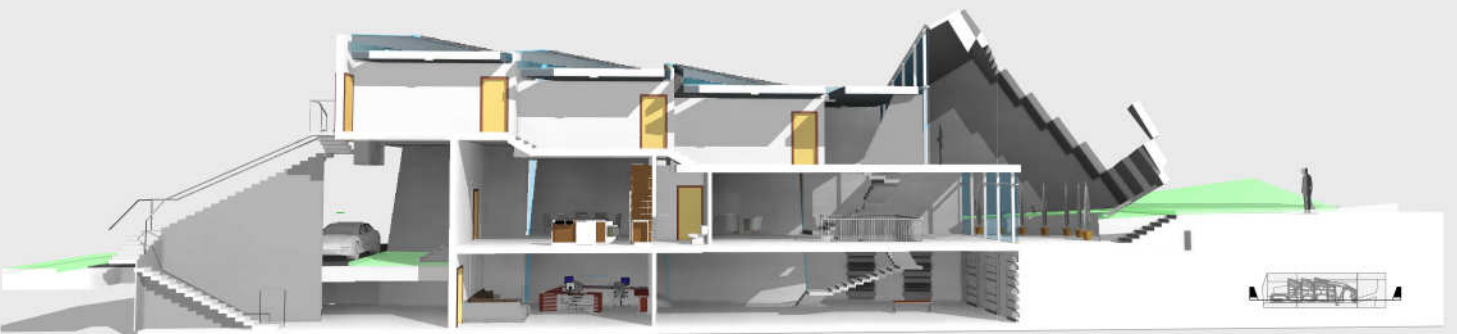
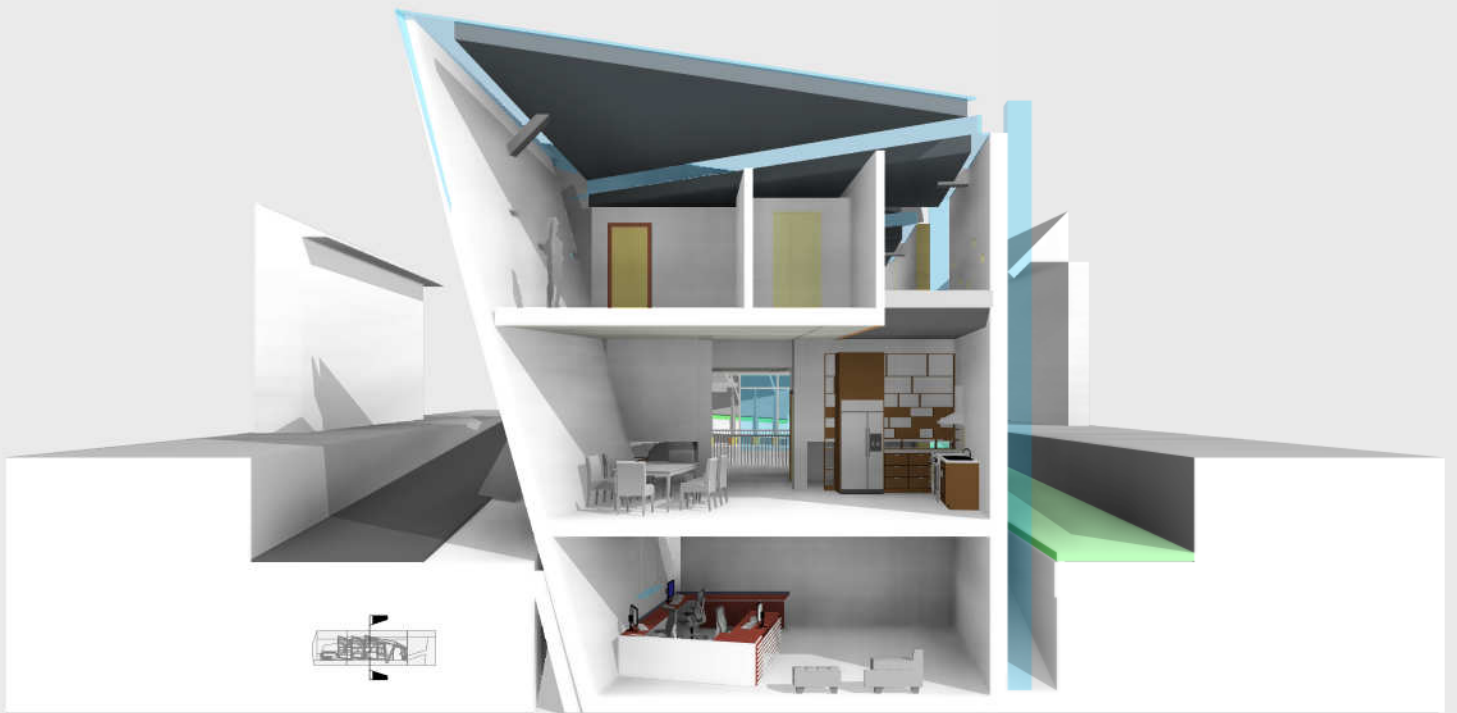
Facade seen when walking towards the entrance of the house



Backside functional penrose staircase, spans from basement to second level



Interior penrose staircase, spans from basement to first level





Walkway is not well emphasized



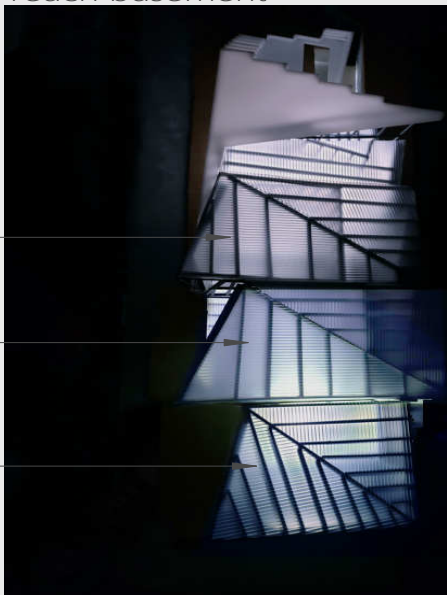
Better emphasized walkway



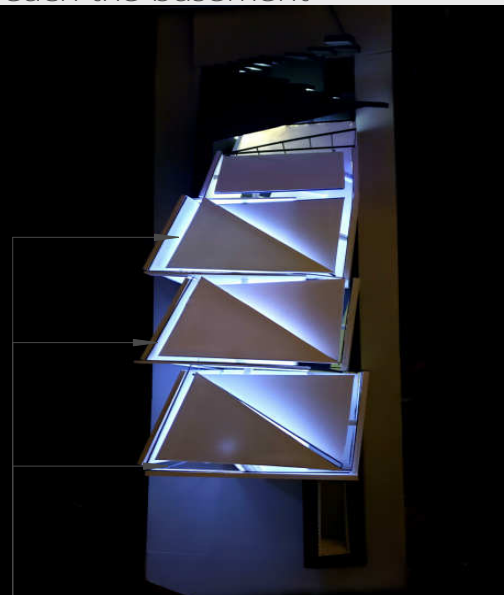
House has one entrance/exits
Staircase in the back doesn't integrate well with the concept of the house
Soil doesn't let the light to reach basement



House has two entrances/exits
Staircase in the back is penrose that reaches from basement to the second level
Slope lets natural light to reach the basement



Not enough natural light in the bedrooms



Openings on the ceilings let more natural light in

mediums used: mdf boards, plexiglass
laser cut
1/4" scale models

Mix Use Project In Little Tokyo

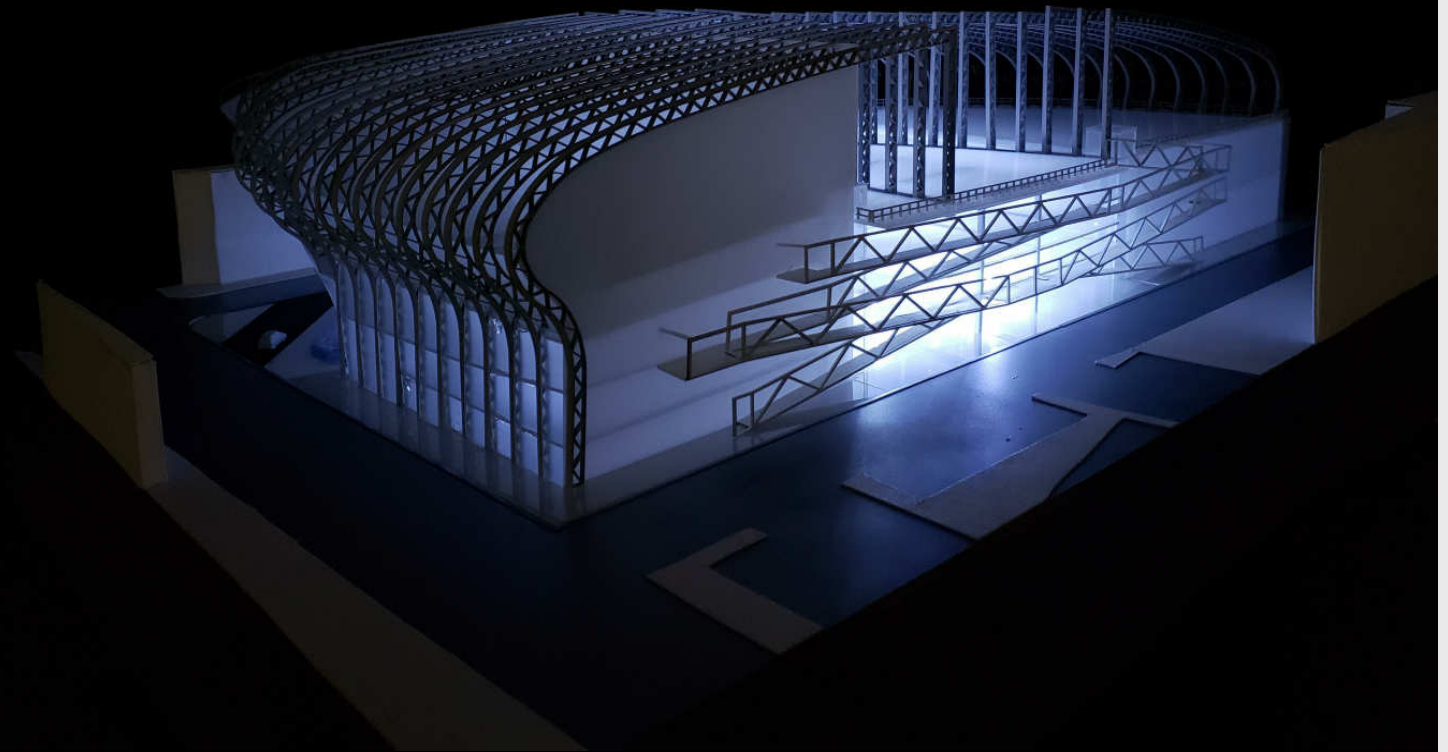
Commercial Arch. Design I - Arch 130

Individual Project

Instructor: Paul Chiu

Glendale Community College Fall 2018

The concept of the project was inspired by a leaf. Leaf has an architectural structure. Firstly, it has a main core, then it has beams that support the skin of the leaf that spreads into opposite directions. This design has the parking structure in the middle of two separate buildings that connect on the top level. Also the truss system represents the beams of a leaf. The outdoor performance area is designed to give an impression of a stadium. The project includes retail space, 3 big restaurants, food court with 10 fast food restaurants, 3 office, and a big outdoor performance area on top where the two buildings meet each other.



mediums used: plexiglass, mdf boards
laser cut
1/16" scale model
view at night from west

Existing Diagrams

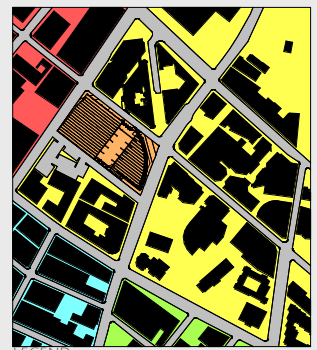
Proposed Diagrams

Figure Ground Diagram



- HISTORIC DOWNTOWN
- LITTLE TOKYO
- CENTRAL CITY EAST
- TOY DISTRICT
- SITE

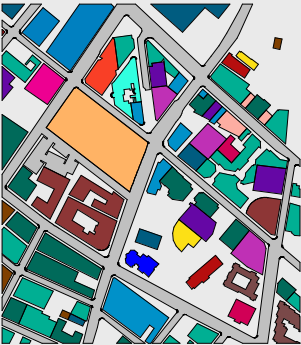
LEGEND
PROJECT LOCATION



- HISTORIC DOWNTOWN
- LITTLE TOKYO
- CENTRAL CITY EAST
- TOY DISTRICT
- SITE

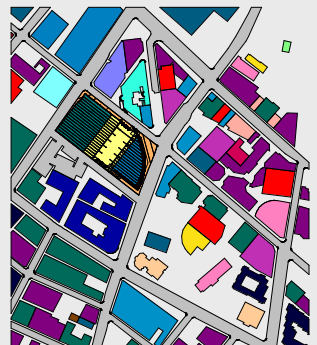
LEGEND
PROJECT LOCATION

Neighborhood Diagram



- LEGEND:
- LIBRARY
 - OFFICE BUILDING
 - OFFICE BUILDING WITH BANK
 - RETAILS
 - PARKING
 - HOTEL W/ PARKING
 - RETAILS WITH PARKING
 - RETAIL WITH OFFICE ABOVE
 - CHURCH
 - HOTEL WITH RETAILS BELOW
 - THEATER
 - PARKING STRUCTURE WITH RETAILS BELOW
 - RESIDENTIAL UNITS WITH PARKING BELOW
 - TEMPLE
 - RESIDENTIAL UNITS WITH RETAILS BELOW
 - WAREHOUSE
 - OFFICE BUILDING WITH PARKING BELOW
 - RESIDENTIAL UNITS WITH RETAILS AND PARKING BELOW

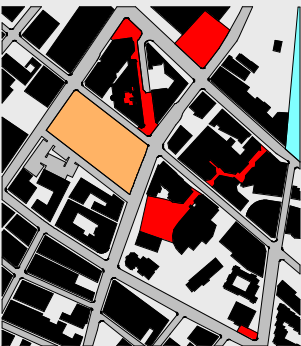
LEGEND
PROJECT LOCATION



- LEGEND:
- PARKING STRUCTURE W/ AN OPEN PERFORMANCE AREA ON TOP
 - RETAILS, OFFICES W/ RESTAURANTS ON TOP
 - RETAIL W/ FOOD COURT ON TOP

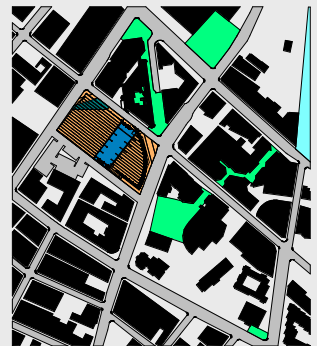
LEGEND
PROJECT LOCATION

Open Space Diagram



- LEGEND:
- OPEN SPACE
 - MUSEUM AREA
 - SITE

LEGEND
PROJECT LOCATION



- LEGEND:
- OPEN SPACE AT THE ENTRANCE
 - OUTDOOR OPEN SPACE ON TOP

LEGEND
PROJECT LOCATION

Pedestrian Access Diagram



- PEDESTRIAN ACCESS

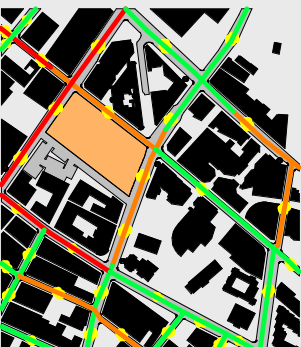
LEGEND
PROJECT LOCATION



- PEDESTRIAN ACCESS

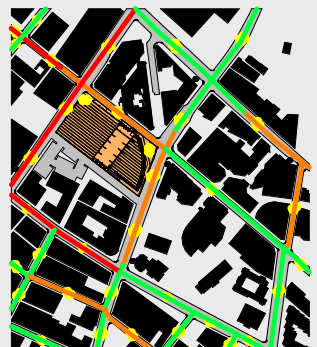
LEGEND
PROJECT LOCATION

Vehicular Diagrams



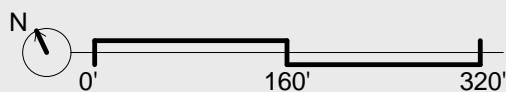
- NO TRAFFIC
- MODERATE TRAFFIC
- HEAVY TRAFFIC
- TRAFFIC DIRECTION
- BUS STOP

LEGEND
PROJECT LOCATION

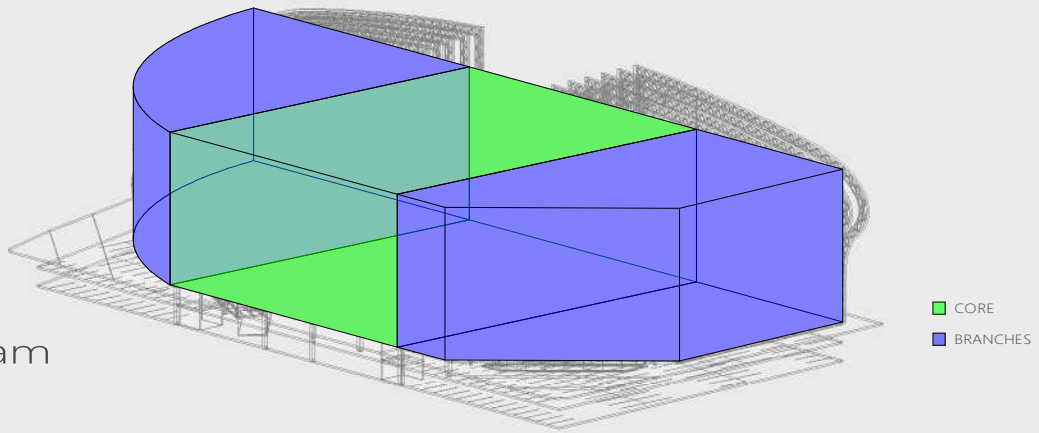


- NO TRAFFIC
- MODERATE TRAFFIC
- HEAVY TRAFFIC
- TRAFFIC DIRECTION
- BUS STOP

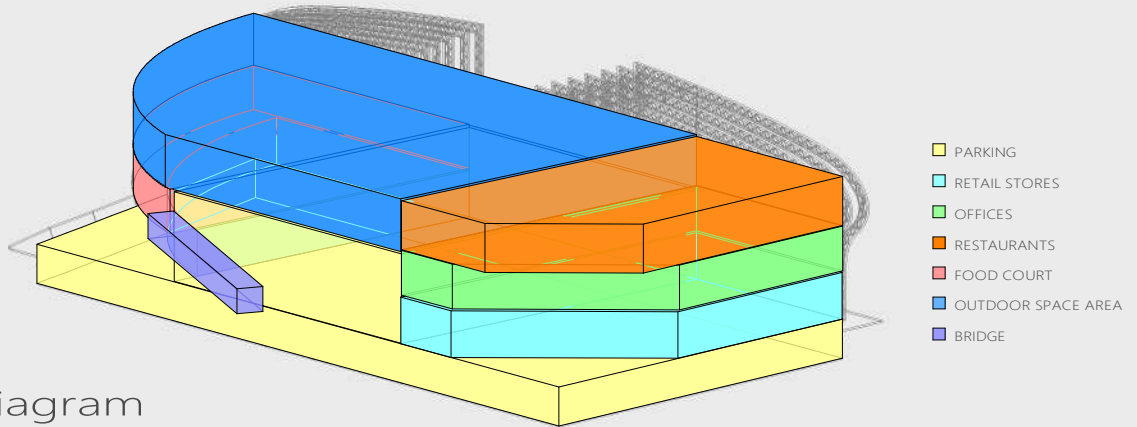
LEGEND
PROJECT LOCATION



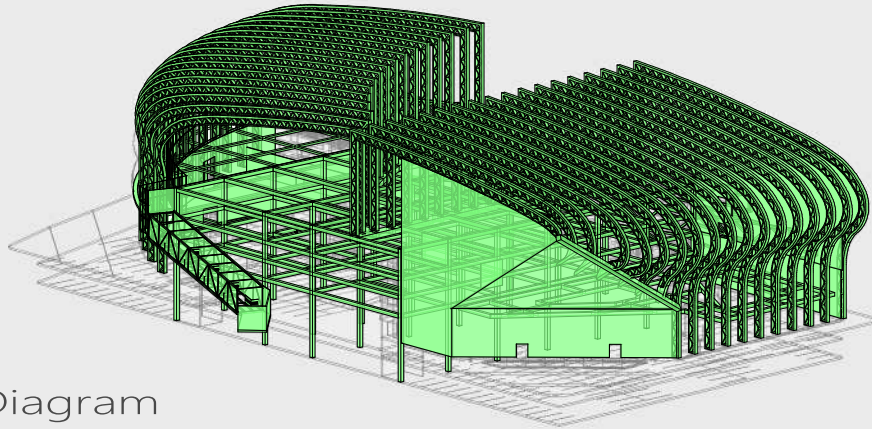
Parti Diagram



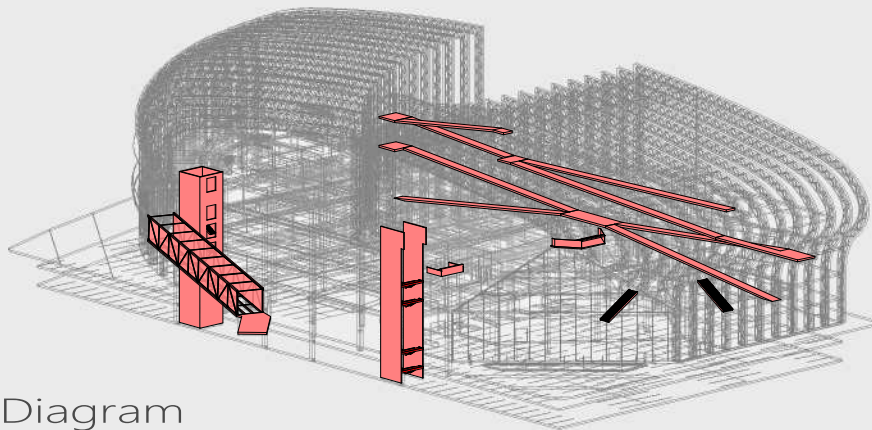
Program Diagram

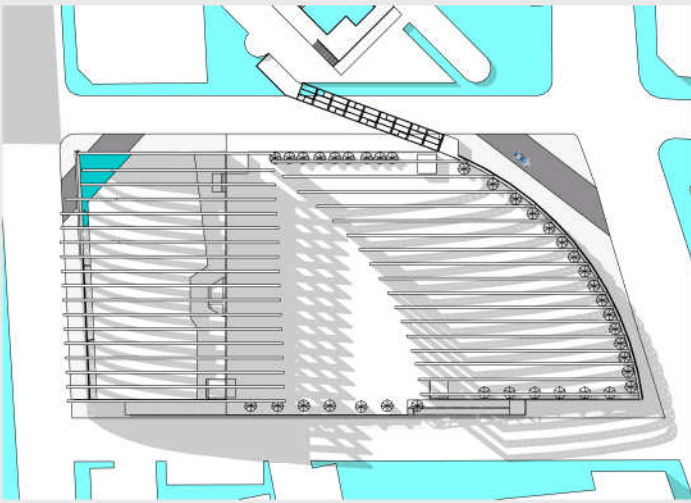


Structural Diagram

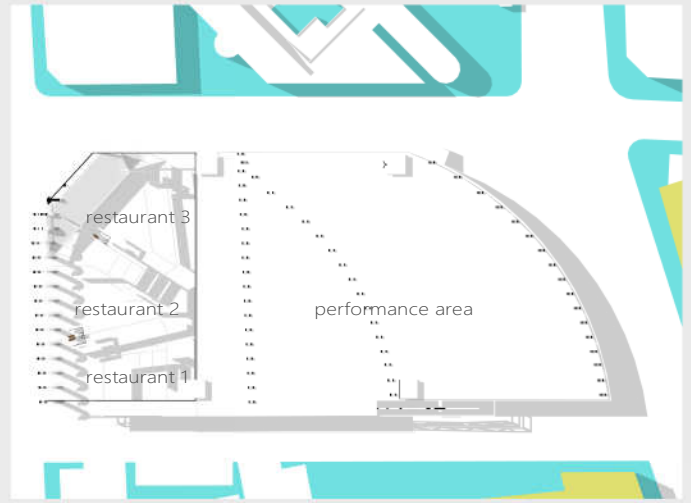


Circulation Diagram

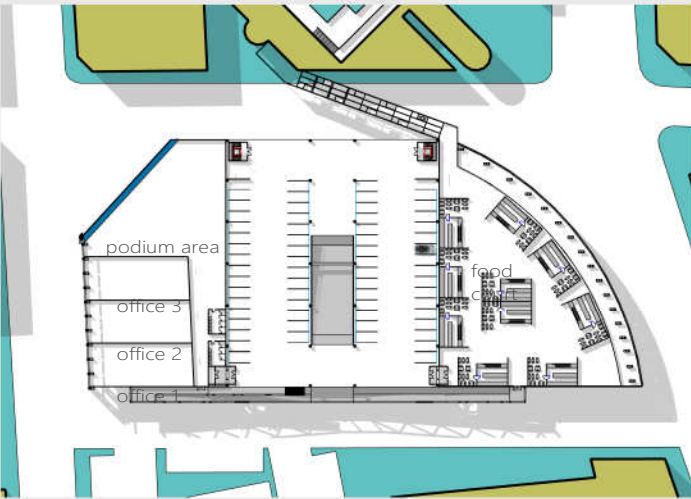




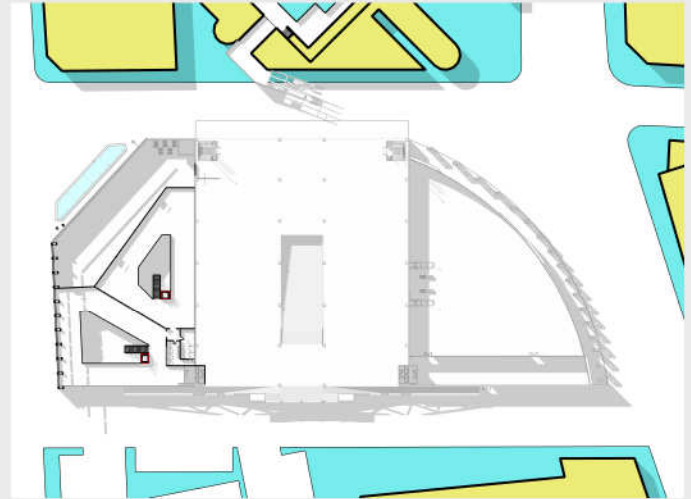
Site



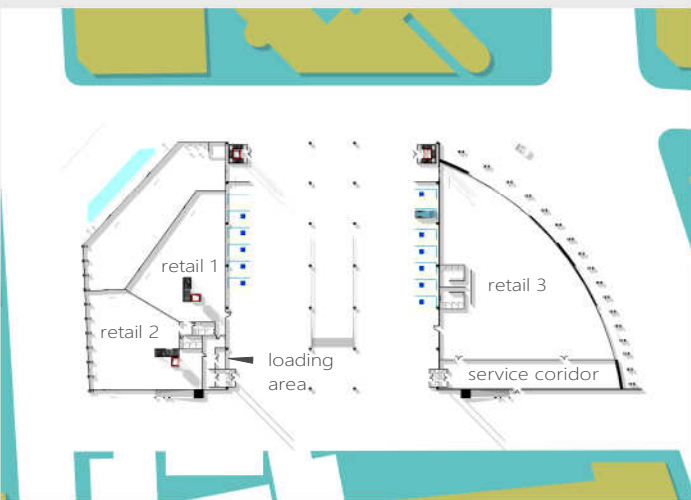
Third Floor



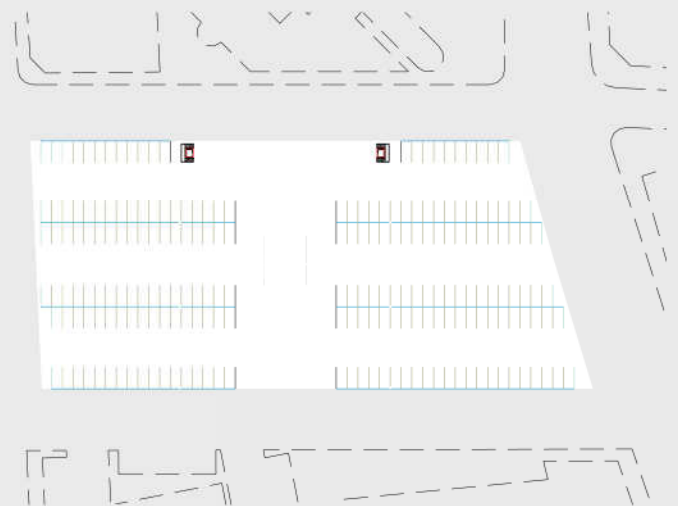
Second Floor



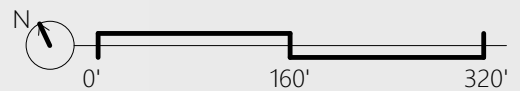
First Floor

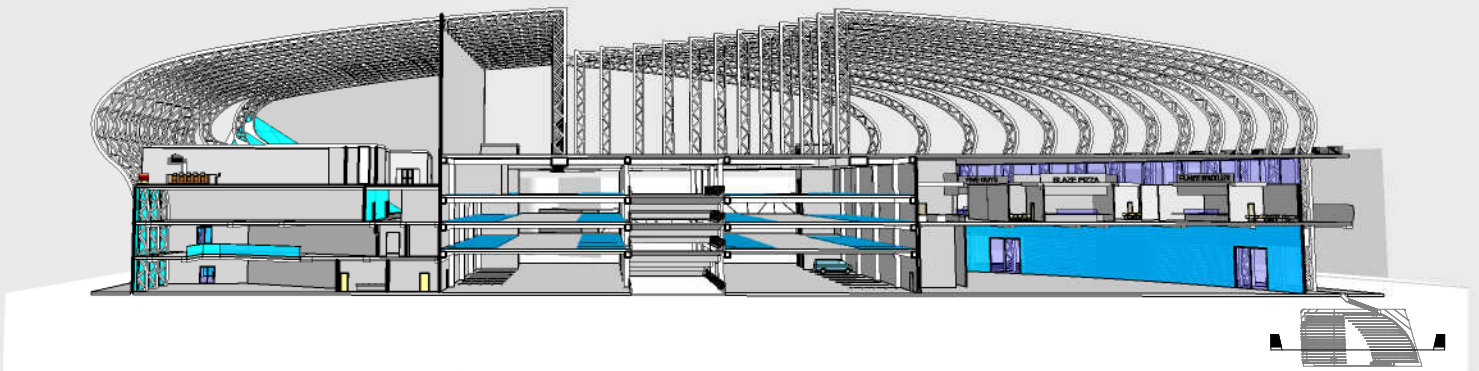
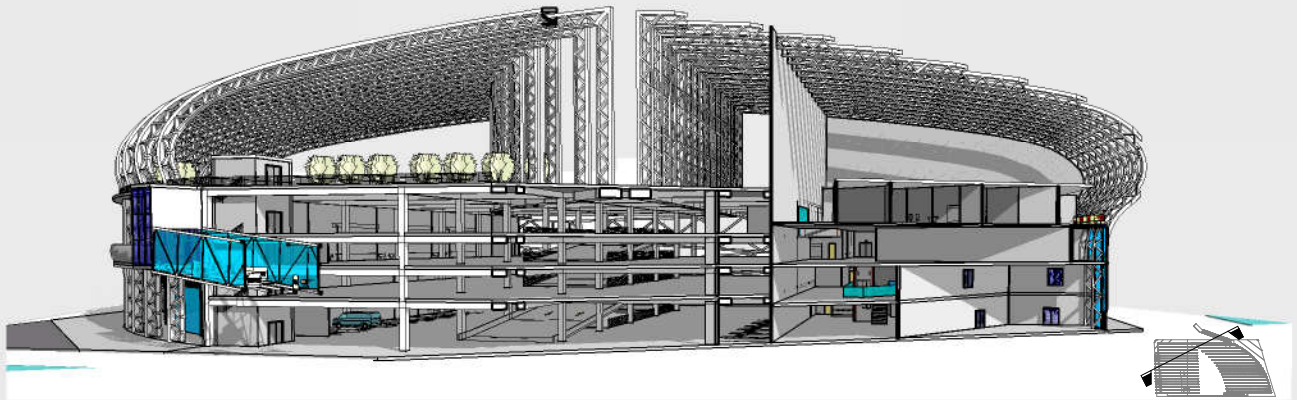
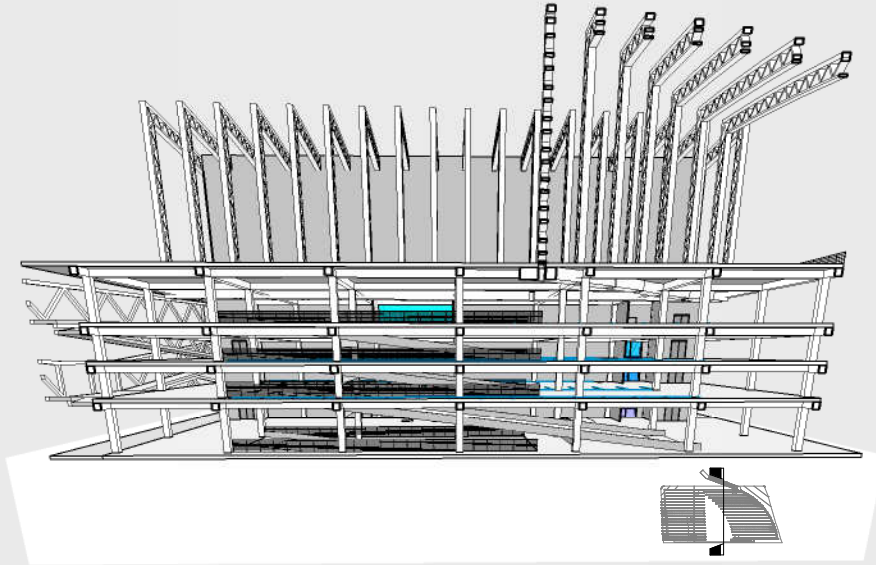


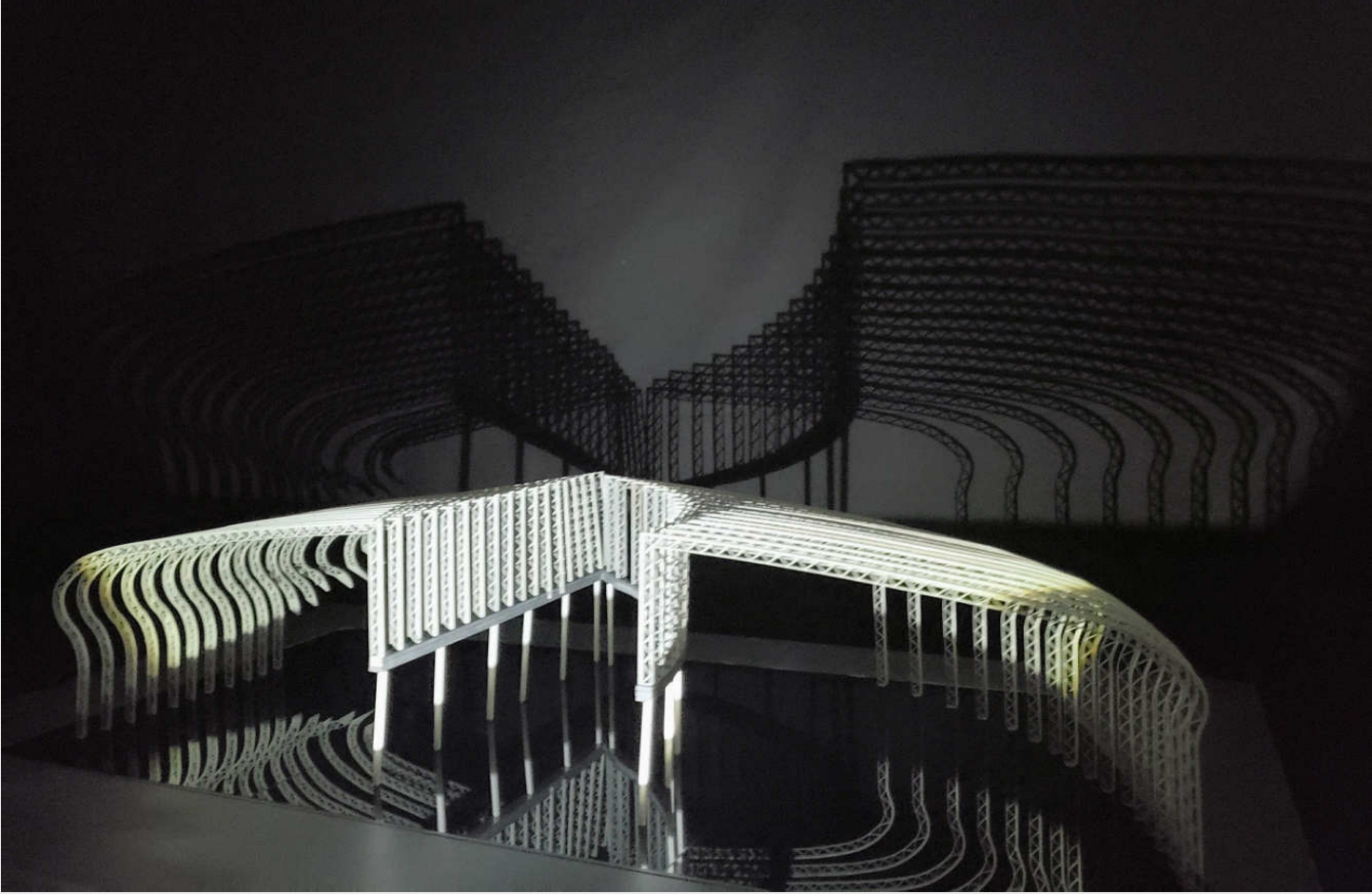
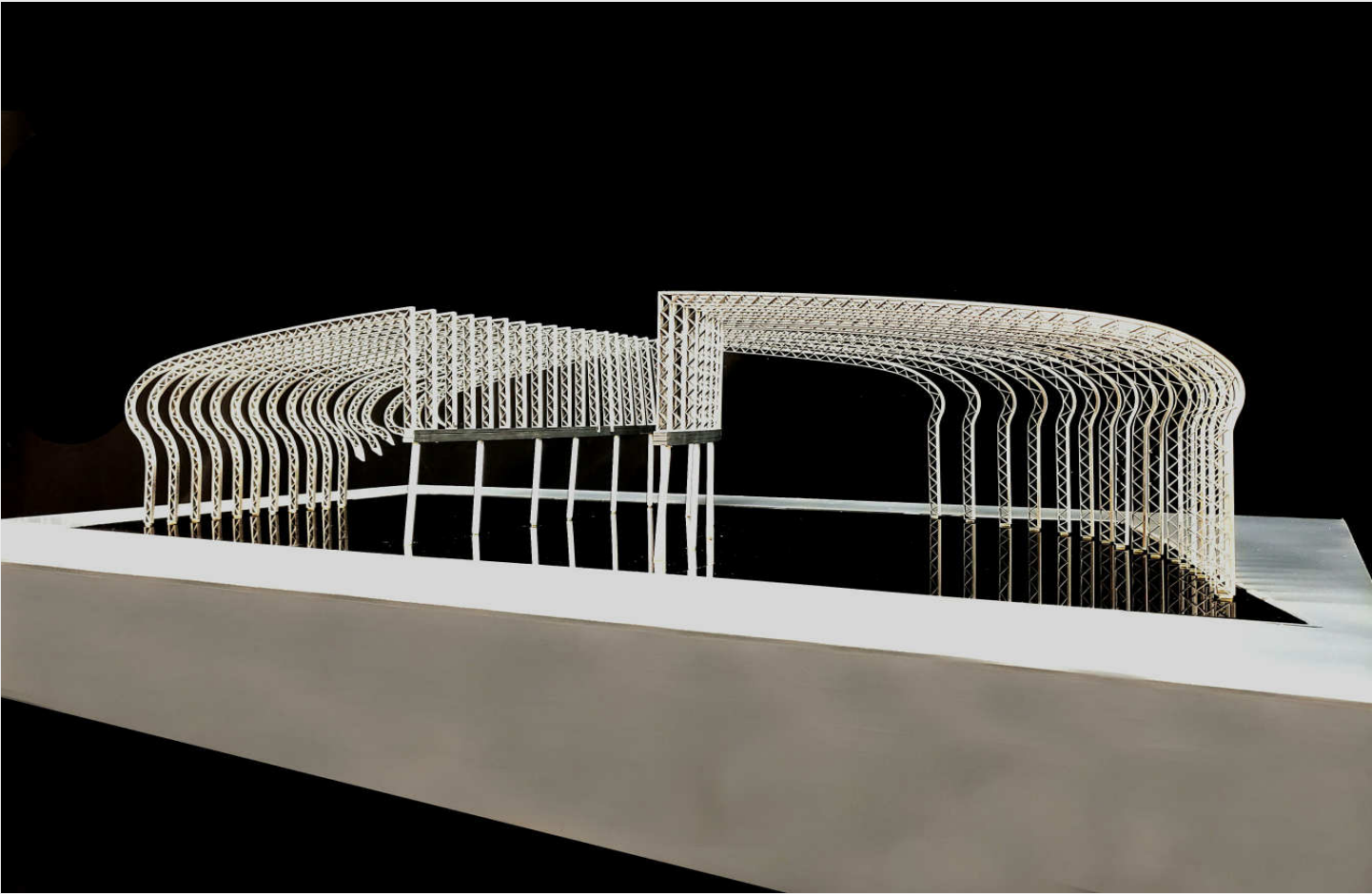
Ground Floor

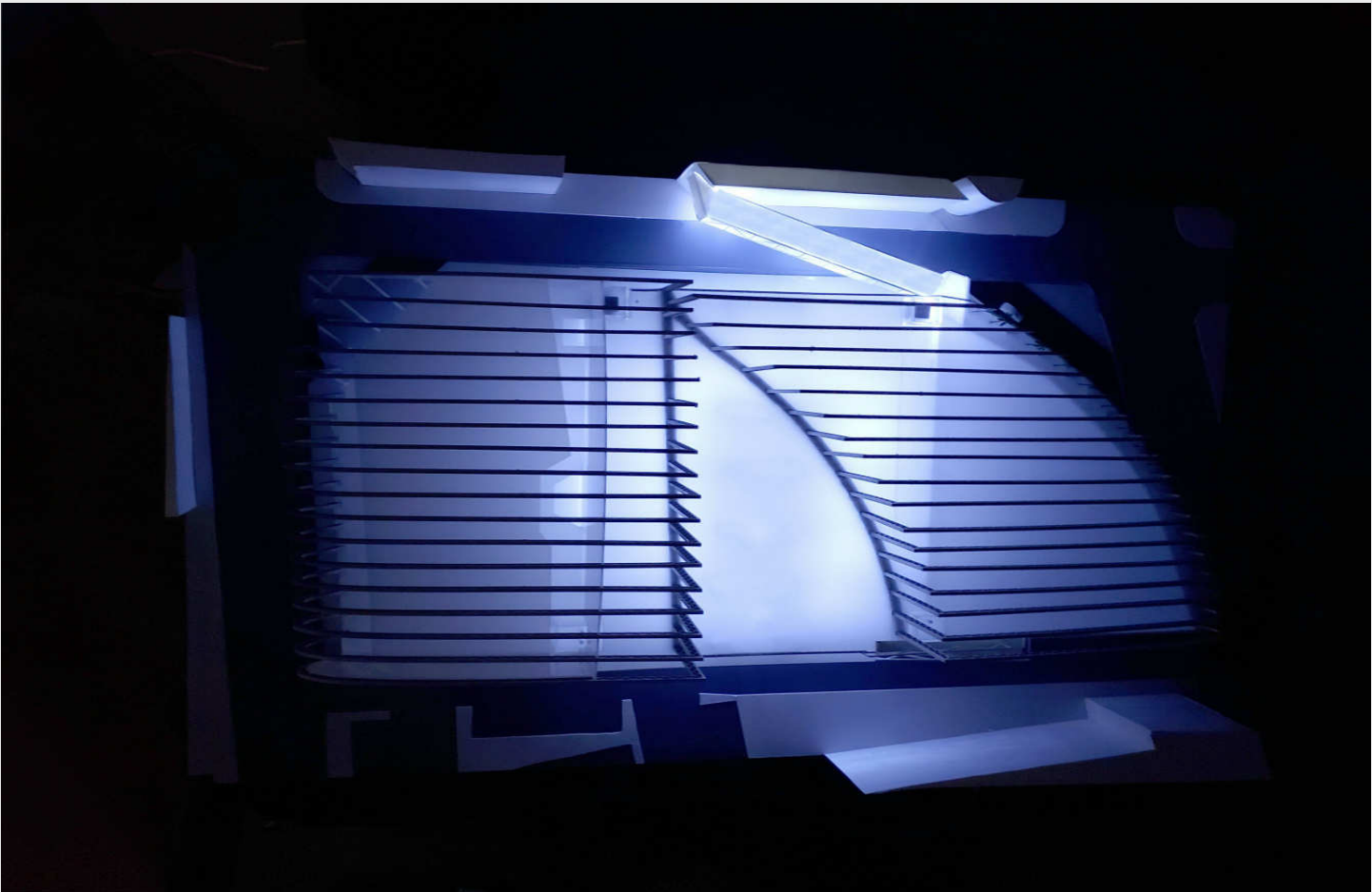


P2 Underground Parking



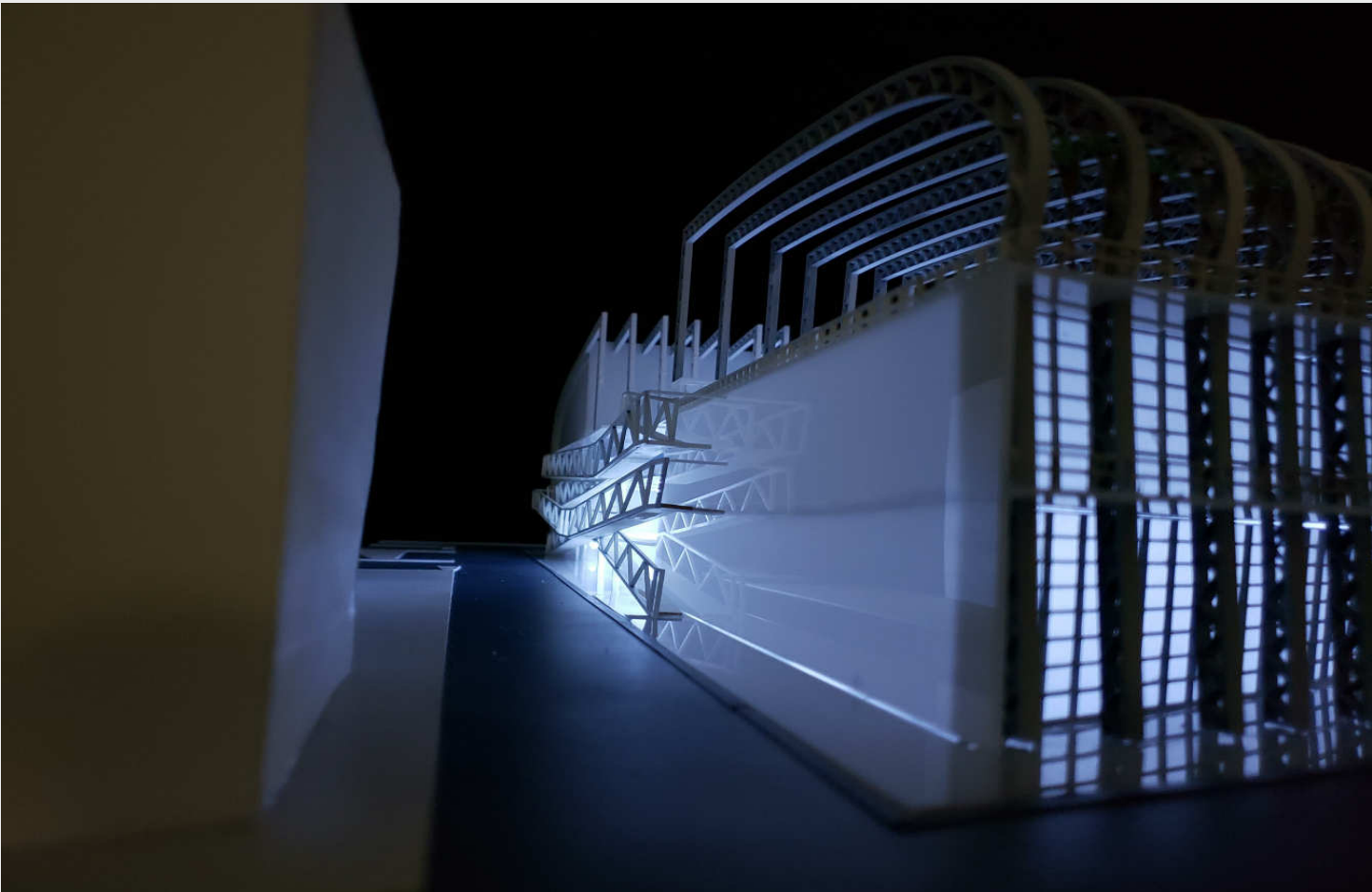








26



Concrete, Floor, and Wall Making Project

Architectural Materials and Specifications- Level III - Arch 142

Team Project

Instructor: Andrew Hernandez

Mt. San Antonio College Fall 2018

Group of five people. Everyone in the group took turns pouring the concrete, measuring and cutting the materials, as well as drilling the screws to keep everything together.



Thank you for your time

