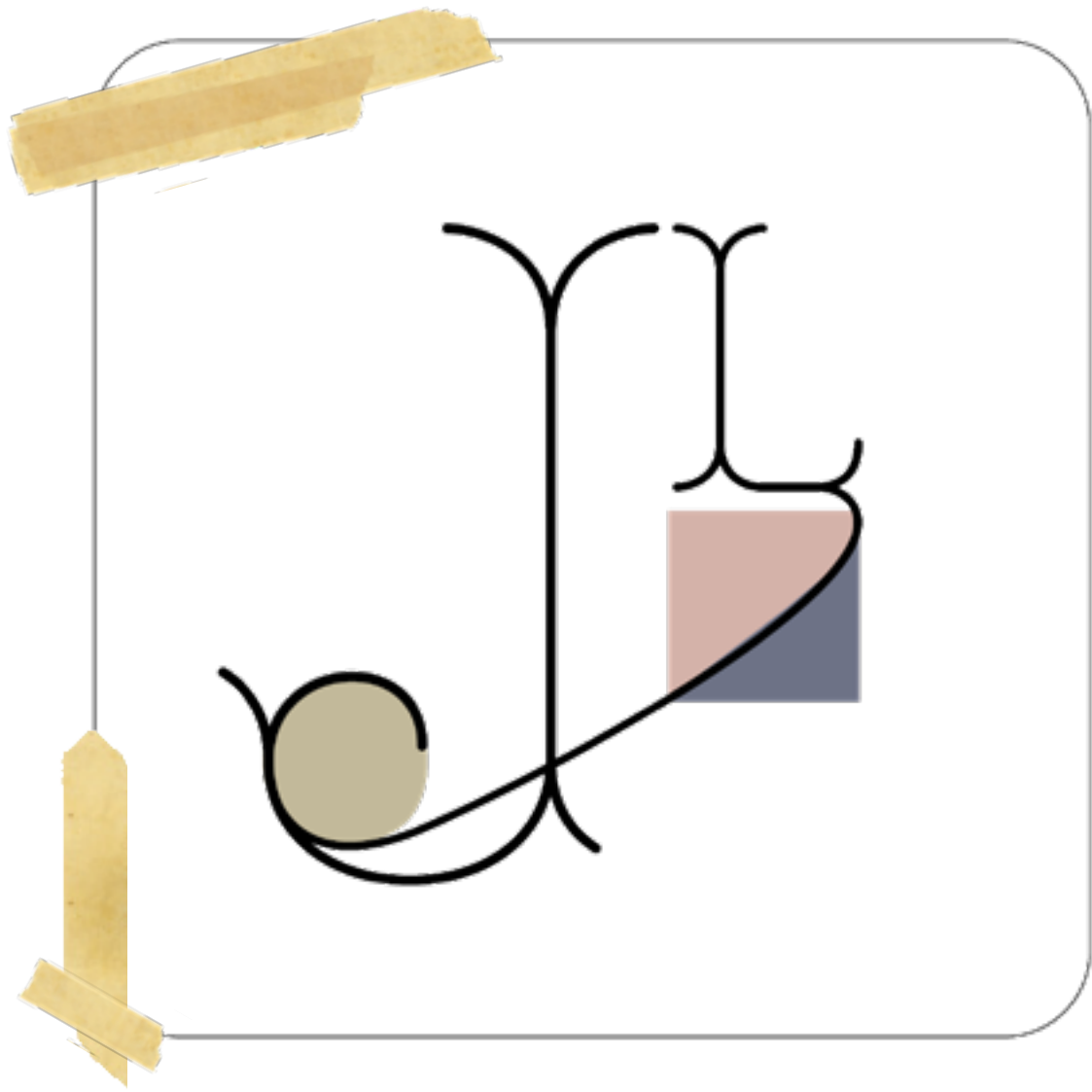




Jessica Lewandowski

UNDERGRADUATE PORTFOLIO

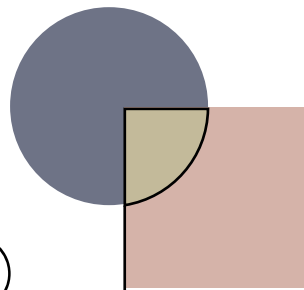


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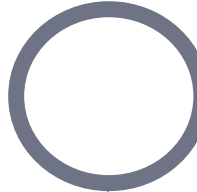
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INTERIOR DESIGN PROJECTS

1



2

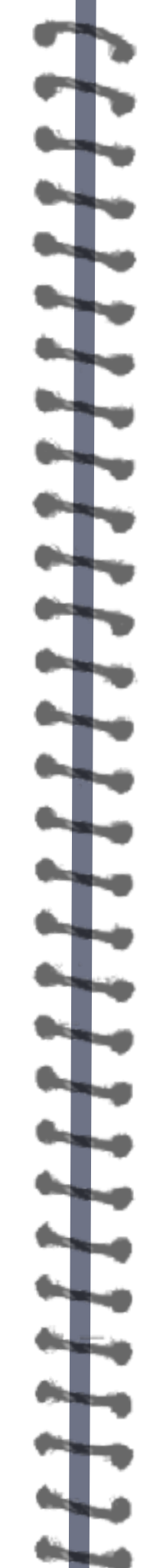


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4





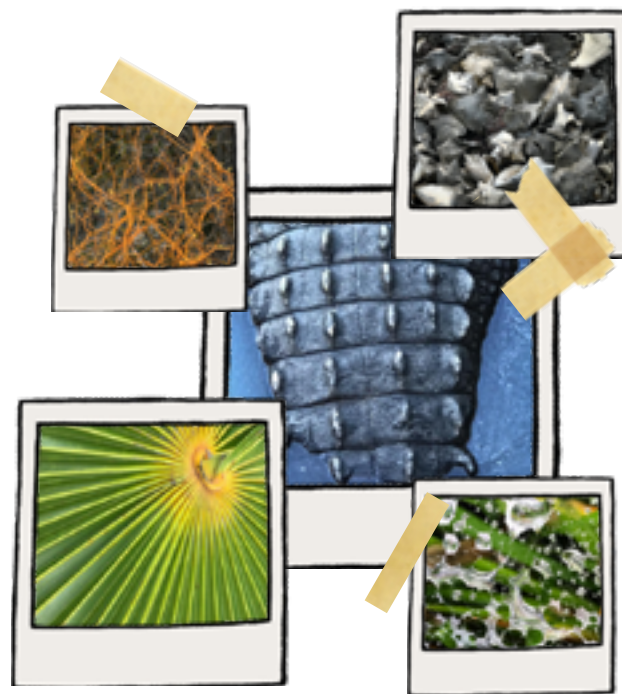
1	PROJECT 1	CLIENT FOCUSED DESIGN RESIDENTIAL
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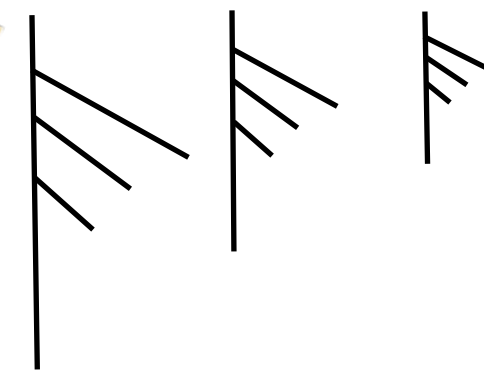
PATTERNS IN NATURE

This project introduced me to the design process detailed on this spread that I would continue to follow in all subsequent projects. This project specifically focused on client based design decisions and the schematic design phase in order to produce hand renderings and FF&E selections.

The project brief was to renovate the sixth floor west two bays of 126 W. Bay St, Savannah, GA, into a residential space for client Trevor Frost. Trevor Frost is an adventurous wildlife photographer. His photographic stories feature the beautiful and illusive natural world and all the patterns that hide within it.



Concept: Fractals



There are neurological connectors in the brain that are used to recognize patterns in nature with a process called superior pattern processing. The patterns can be mathematically defined as fractals. Architecture creates unique environments by incorporating fractal qualities found in natural forms such as repetition in scale. This project uses repetition in scale in both the layout of the floor plan from public to private spaces as well as in the furniture, fixtures, and wall coverings chosen.

Researching the client

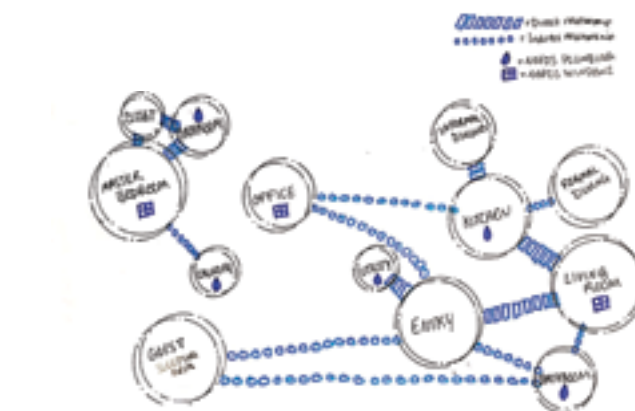
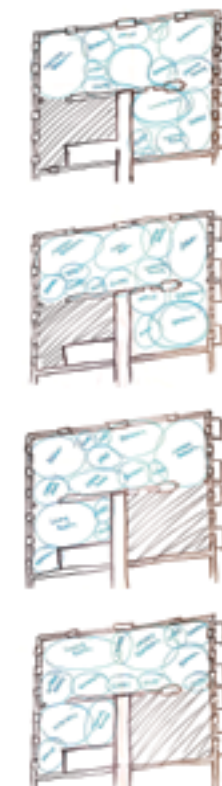
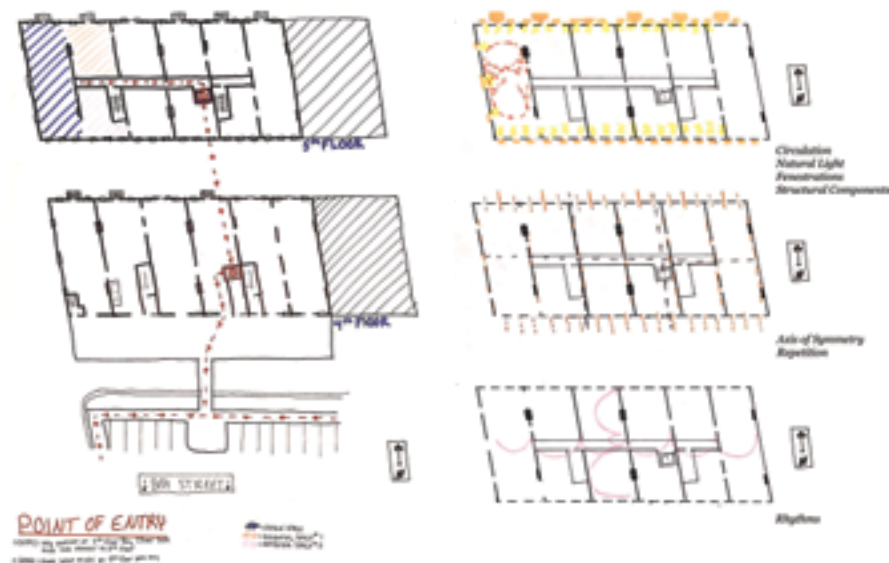
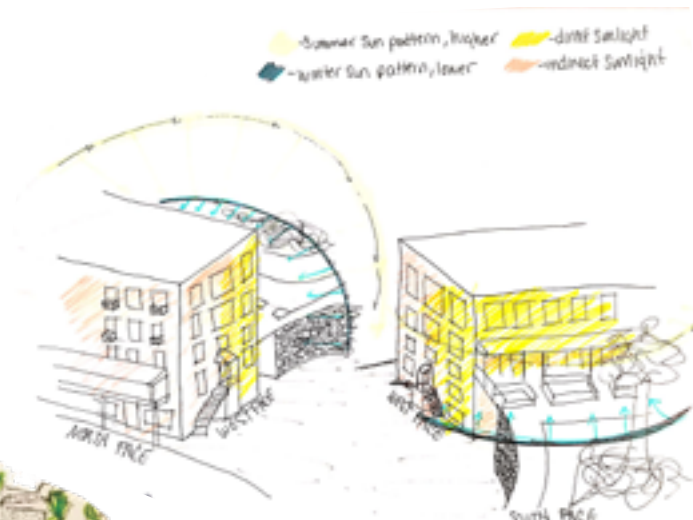
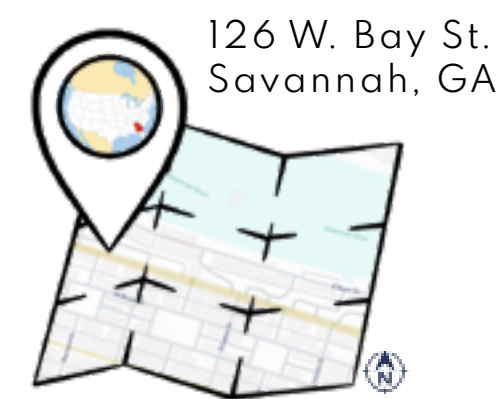
Understanding the site & building

Taking inspiration from the clients own photographs to develop a concept

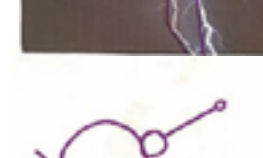
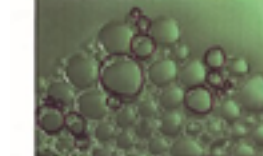
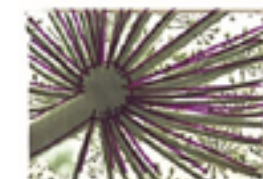
Organizing space

Applying the concept of fractals and repetition of shape on smaller scales to further my floor plan and design

Continuing into the final renderings



Parti diagrams



Dining room and sitting area



Living room



Office storage



Tea area console table



Guest bath

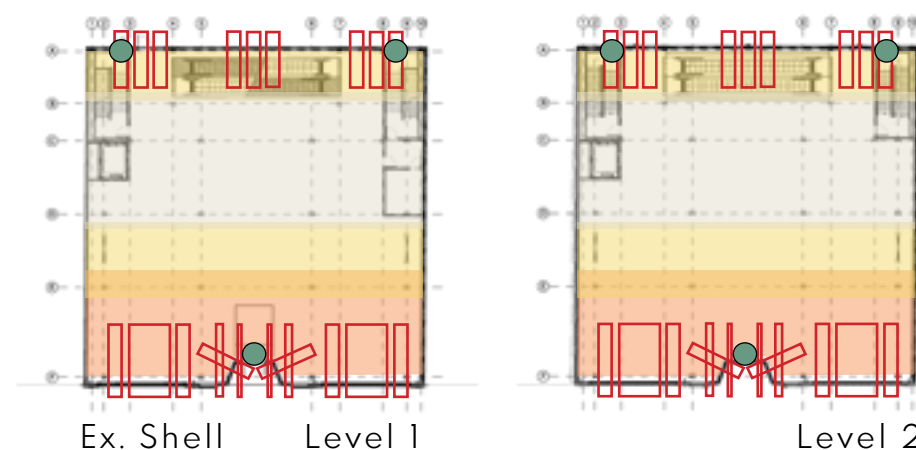
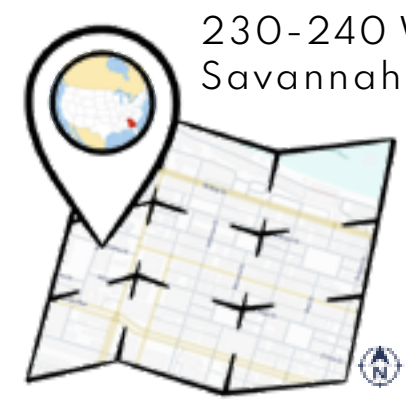
TACTILE TANGIBILITY

This project largely focused on researching and understanding the user. Following a similar process as the last project, I took inspiration from parti diagrams to influence the overall design and materials found within the space. This project, and all subsequent studios concluded with a small Design Development set.

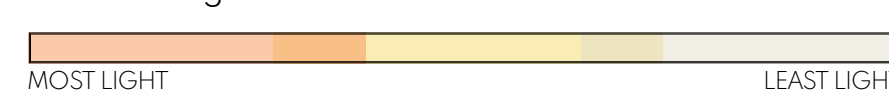
The project goal was to renovate 16,050 square feet of the two lower levels of an existing retail space located in the heart of downtown Savannah, GA into an office space for the Senior Planet brand.

Senior Planet is a non-profit organization dedicated to providing seniors with programs and opportunities to stay engaged and connected in the modern digital world. The office was to be a co-working space for local seniors to aid them in their transition back into the workforce and to provide them with an environment tailored to their needs and abilities.

230-240 W. Broughton St.
Savannah, GA



Natural Light Permeation



Fenestrations Egress



Concept: Touch

The sensation of touch is one of the most vital of our five senses. As we age, we lose dexterity in our hands and fingers and our motor skills become difficult to use. This project intends to evoke the sensation of touch as it regards to its physical and emotional benefits. The seniors will adapt to their new levels of motor skills in a safe textural environment that sparks a curiosity to reach out and touch the design that surrounds them.



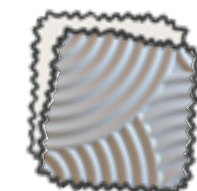
Ergonomic solutions were critical for this user group. Seating selections included arms so that the user can have better support and stability getting in and out. Additionally, foot rests were provided so the user can release pressure off their hips when they sit. Furniture configurations also inspire social opportunities to combat loneliness and isolation, a major contributor to depression in seniors.



Chair rails and other mid-height features were placed in the main circulation for additional stability and support options for the users. The flooring was also non-slip to reduce falls.



Bright unsaturated colors were utilized to distinguish between spaces and perceive the color more accurately as visual acuity of the eye declines as humans age.



Digital classroom



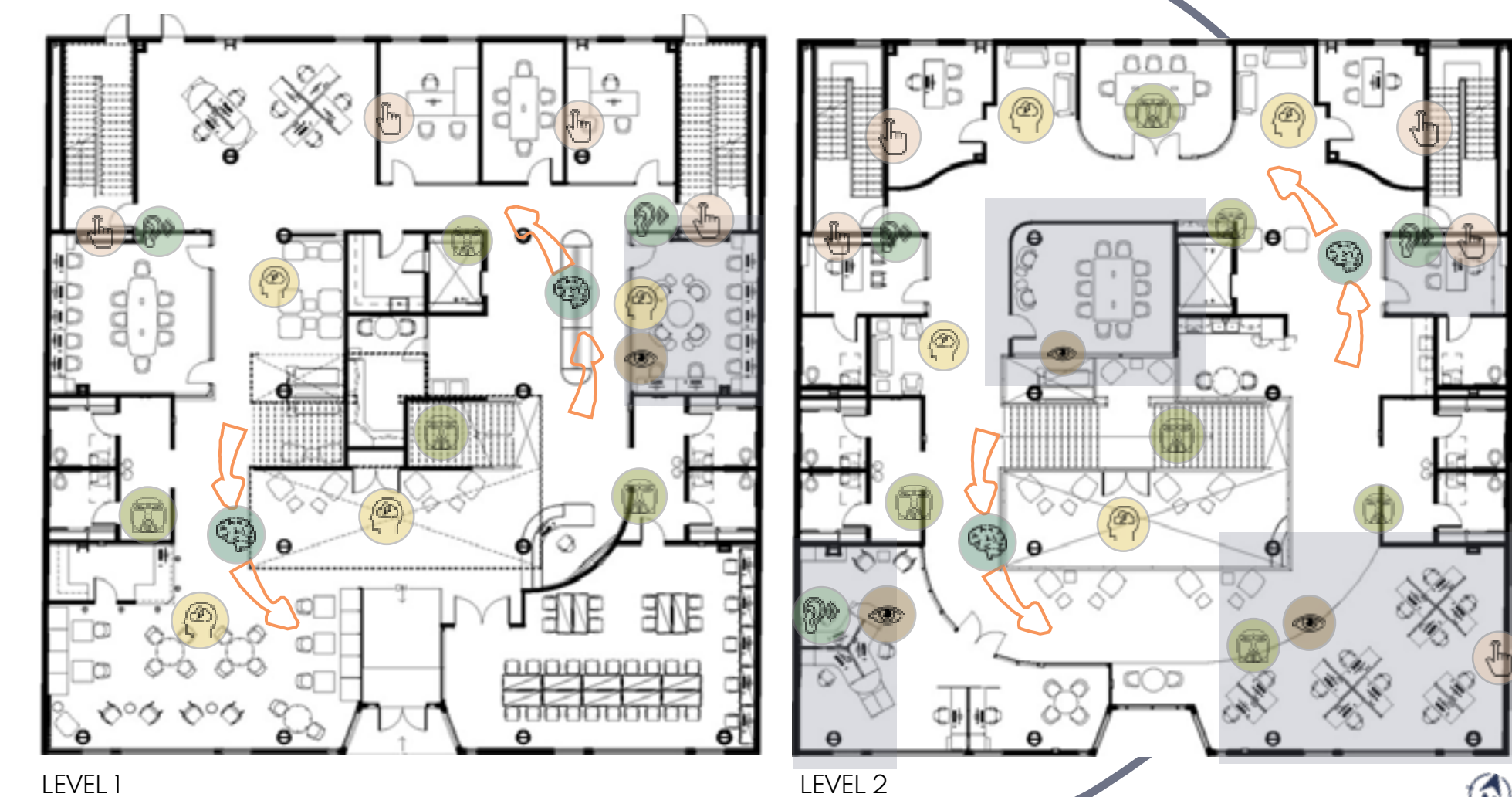
Textures were an important aspect to the concept of this design and the user's safety. Soft acoustical textures were used in all areas providing the opportunity for the user to have better hearing capabilities with limited sound reverberation and the ability to touch all surfaces with minimal risk of accidental harm.



A circular path of travel was favoured and delineated by ceiling and floor patterns to combat forgetfulness and memory loss that occurs as we age and our brain changes.

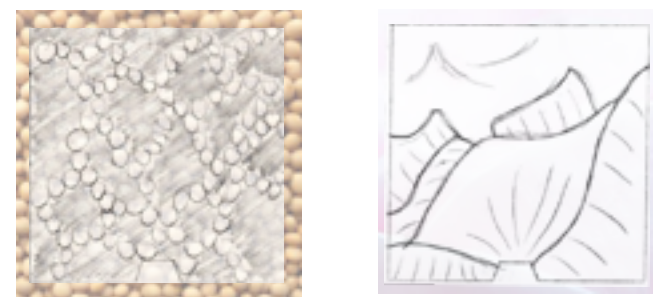
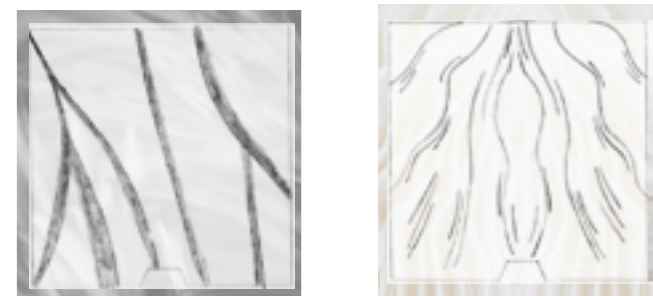


Partition placement maximizes natural light. Low light levels and visibility contribute to major hazards for seniors as weakening eye muscles make it difficult to allow light into the eye. Centralized circulation and duplicate amenities on each level decreases the users overall path of travel.

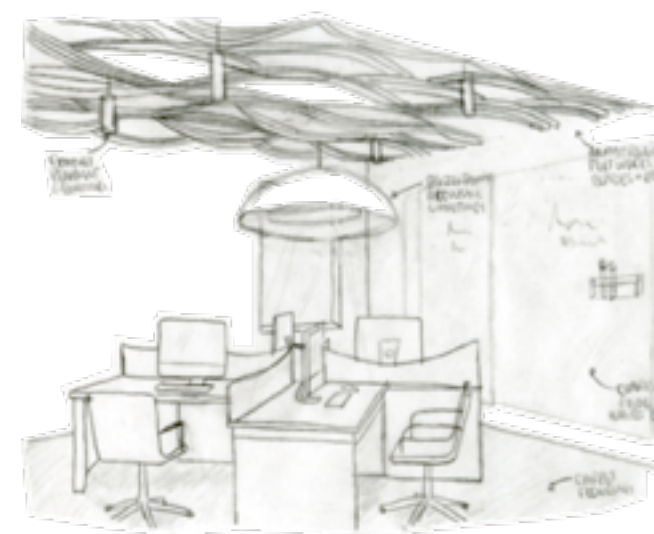
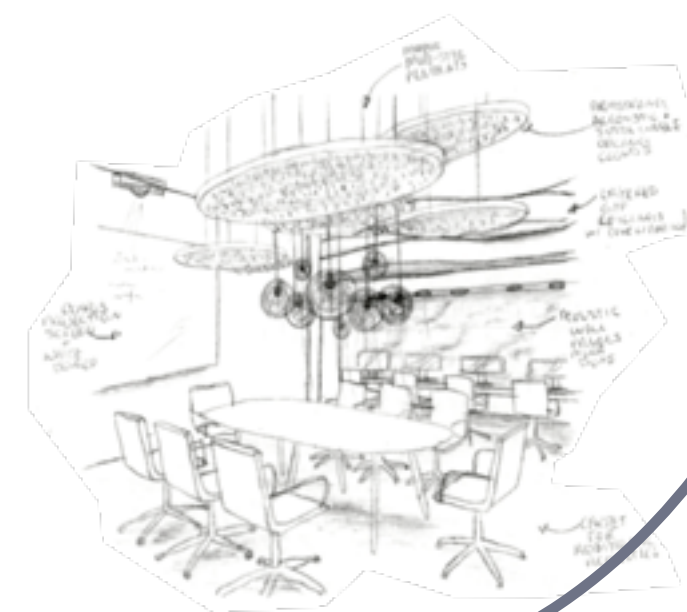


LEVEL 1

LEVEL 2



Parti diagrams from concept mood board



Open workspace



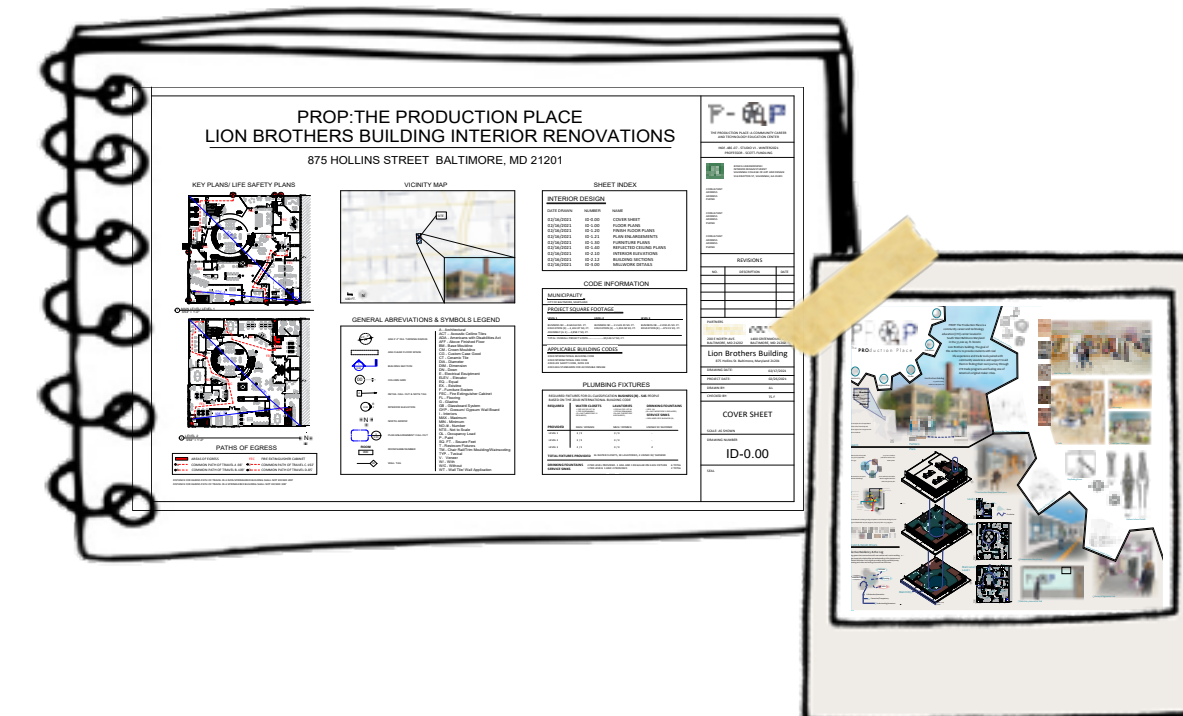
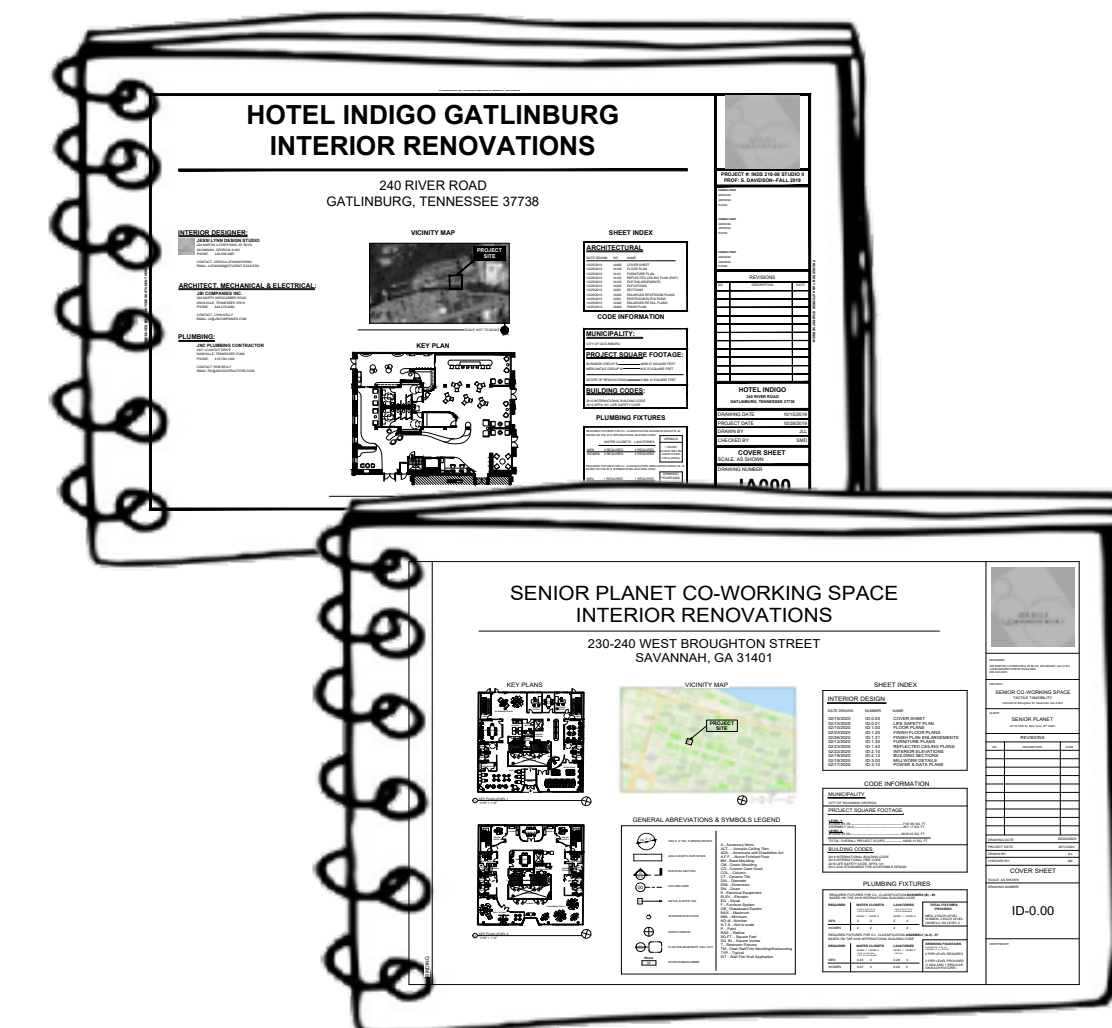
Meeting room



DESIGN DEVELOPMENT

Each project shown was completed within a 10 week trimester course, so these are just brief summaries of each.

If you would like to take a look at more details regarding the finalization of each interior project please check out my work at https://issuu.com/jessica_lewandowski/stacks for my complete process books, DD sets, and final presentation boards.



This capstone project was designed to focus on building a better community through design. This project was especially important for me in terms of it's location in Baltimore, Maryland and it's function being a career and technology based education center. I am lucky to have participated in a CTE program while in high school and am grateful for the growth I found in myself while there. It is the reason why I ended up at Savannah College of Art and Design studying interior design.

The project concept of a community career and technology education center evolved into a proposal for a model typology for the Baltimore community and public school system. I hope to see an even greater surge of support for educational makerspaces like these on a community level that engages the youth of each neighborhood, especially those in dire need of inclusion and support as we all begin to re-engage with society after the pandemic.



Making an impact on my community. Choosing a site close to home

Understanding the current issues that Baltimore faces

Issue: Since 1950 Baltimore has lost 1/3 of its population~361,000 people- community and pride in the city has vanished .

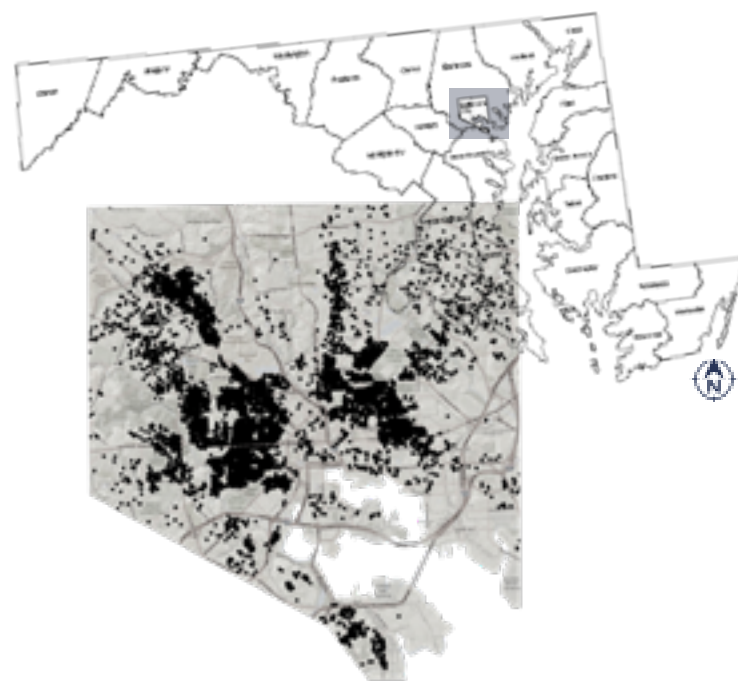


Conclusion: A Project focused on what would benefit the community directly and indirectly.



Issue: In 2017 state wide testing revealed that 13 out of the 39 high schools in the BCPS system had no students proficient in math and today problems like this still persist- the school system has become a detriment to the development of the future of the community.

Conclusion: Consider an educational facility and project tailored to Baltimore's trades.



Issue: There are currently 16,722 vacant buildings in Baltimore City.



Conclusion: An adaptive reuse building was chosen as the site for this project.

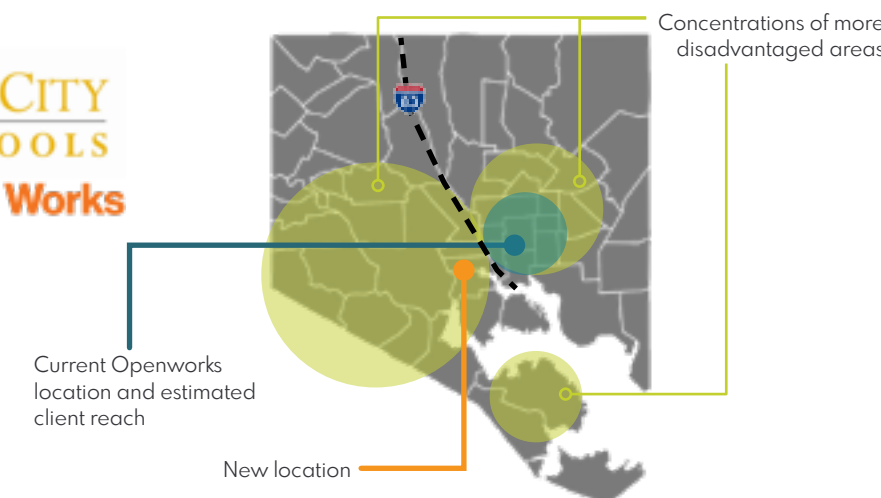


Lion Brothers Building

- 1886 Horse stables
- Embroidery and textiles manufacturing plant in 1904
- Abandoned in 2002



BALTIMORE CITY
PUBLIC SCHOOLS
Open Works



Client: Partnership with Openworks makerspaces and the BCPS system

Surveying the community to gather additional data

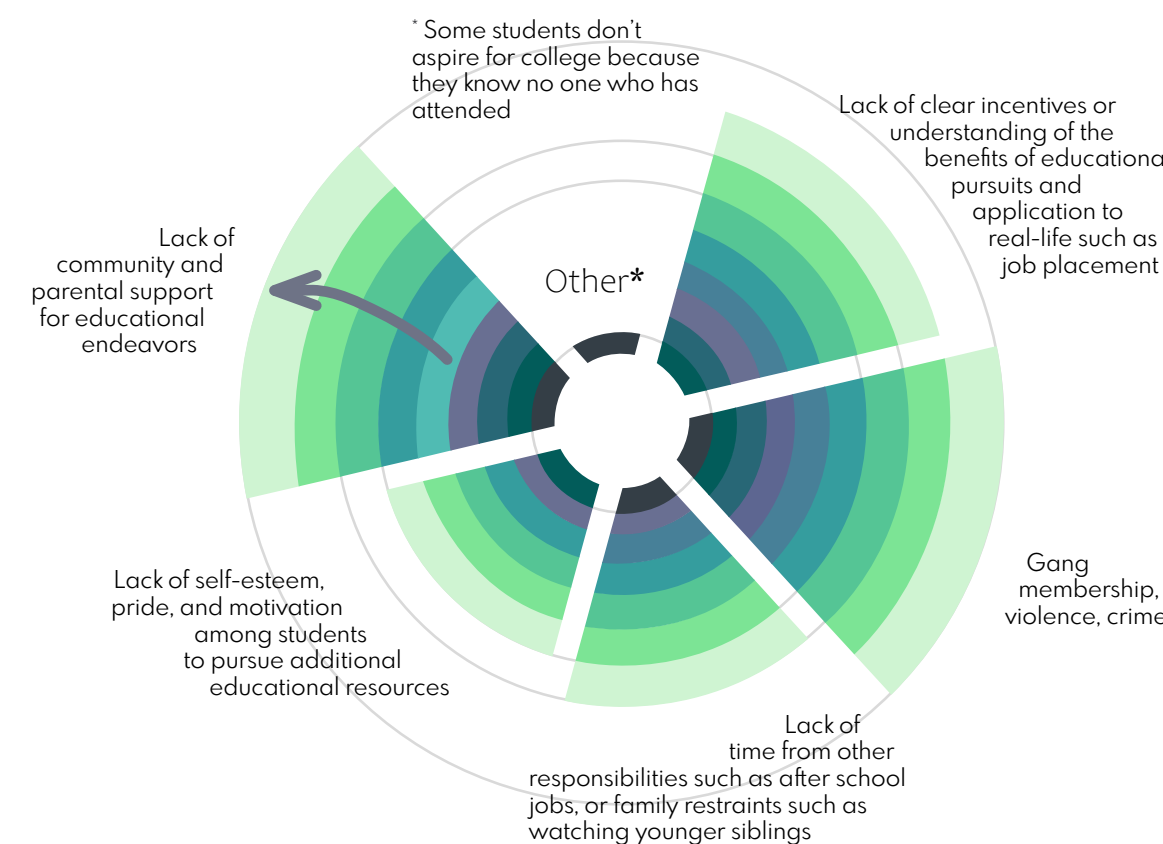
Since 1729 Baltimore continues to thrive as a port trade city.

All 8 of Baltimore's fastest growing occupations can be learned through CTE programs.

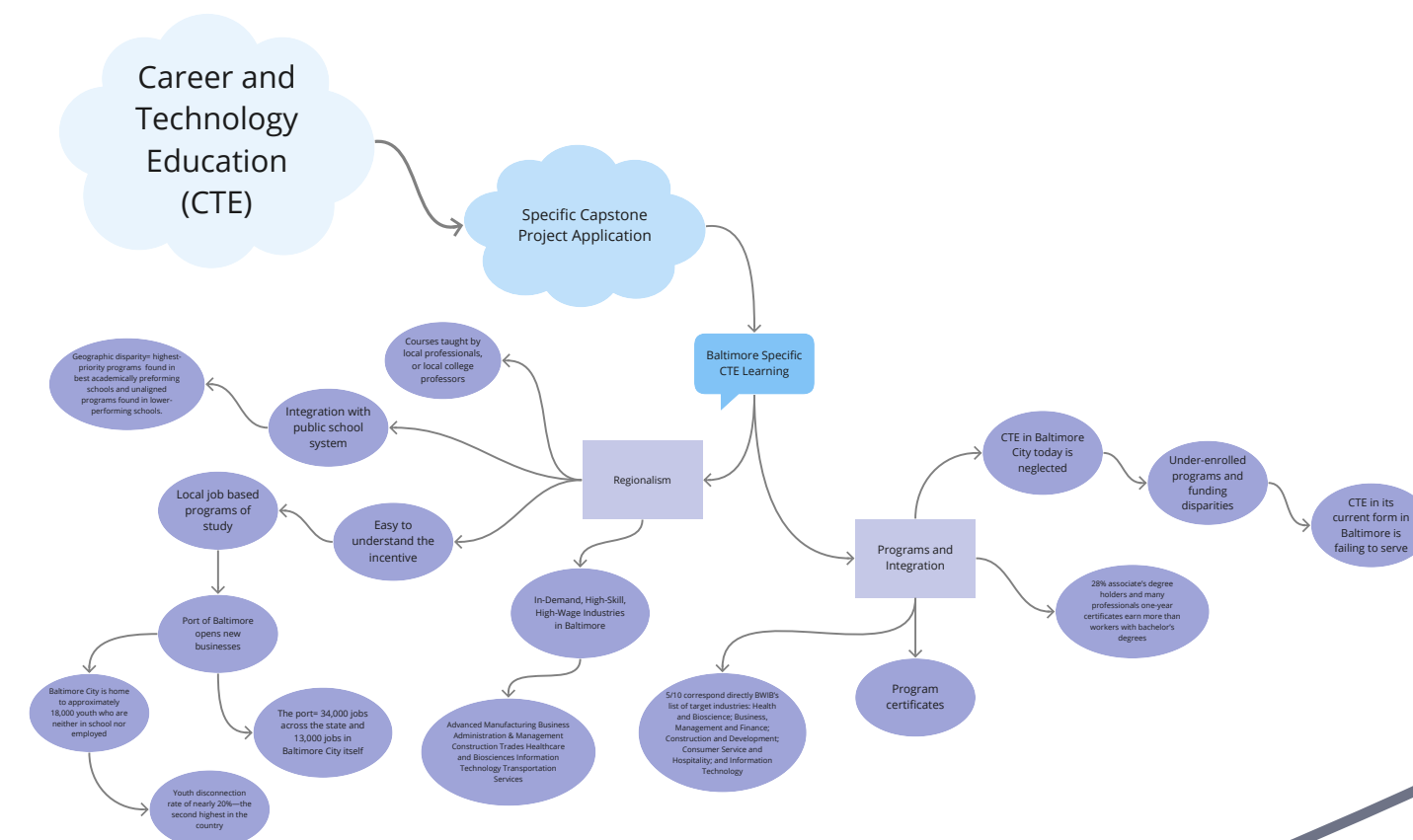
Baltimore is the 9th highest rank in the nation with a concentration of jobs that require CTE training and skills.



Why CTE would be important in Baltimore



In what ways do you feel Baltimore City students are challenged to achieve educational success?
Survey Link: <https://www.surveymonkey.com/r/75DFWQ8>

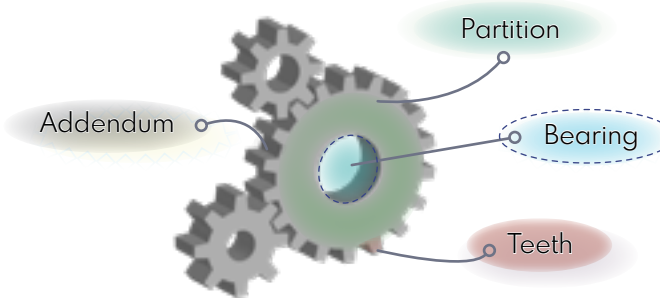


PRO.P
The PROduction Place

Concept: The Cog

Like the industrial cog, Baltimore City has continued to stay resilient despite it's many struggles. Pro.P seeks to embody the strong, resilient nature of the industrial cog to continue to provide Baltimore with the resources it needs to not just keep going, but to excel.

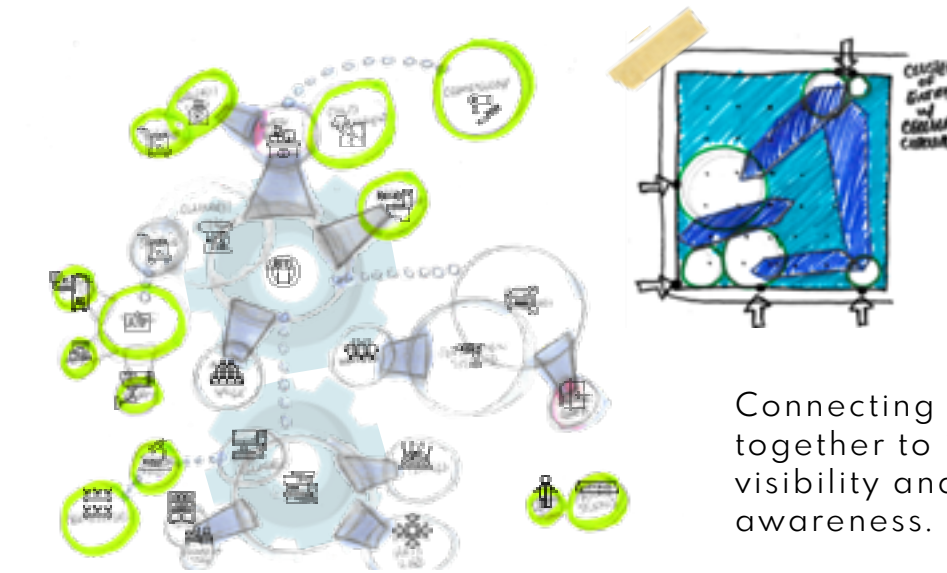
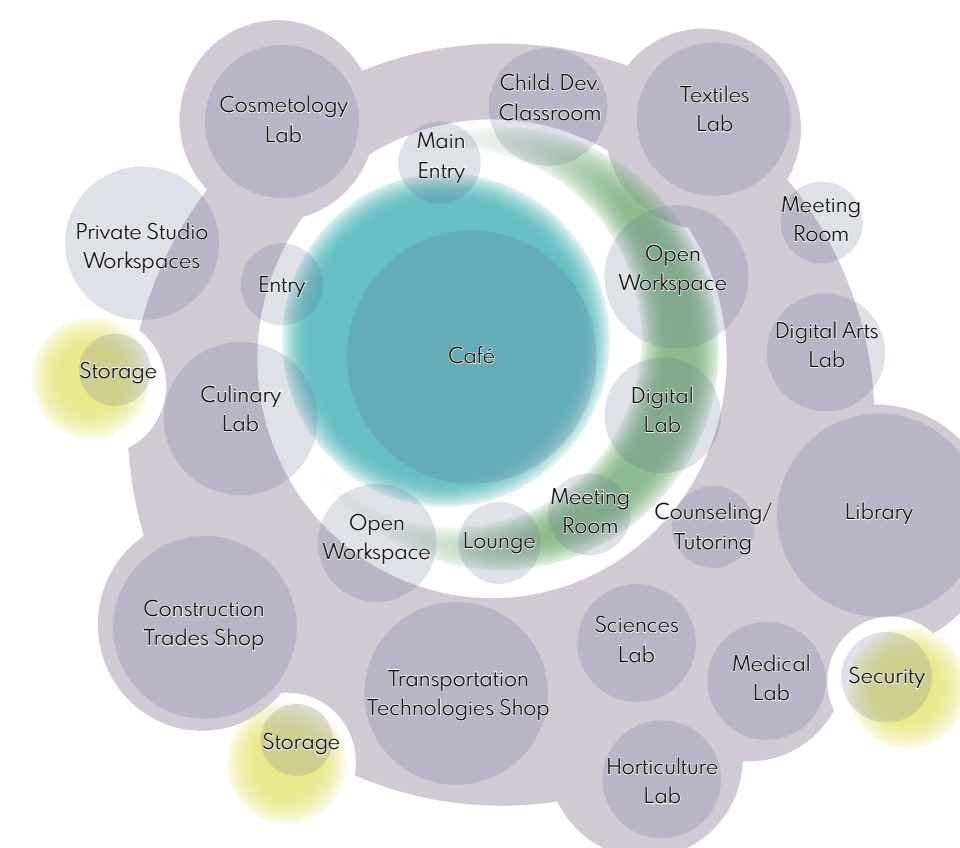
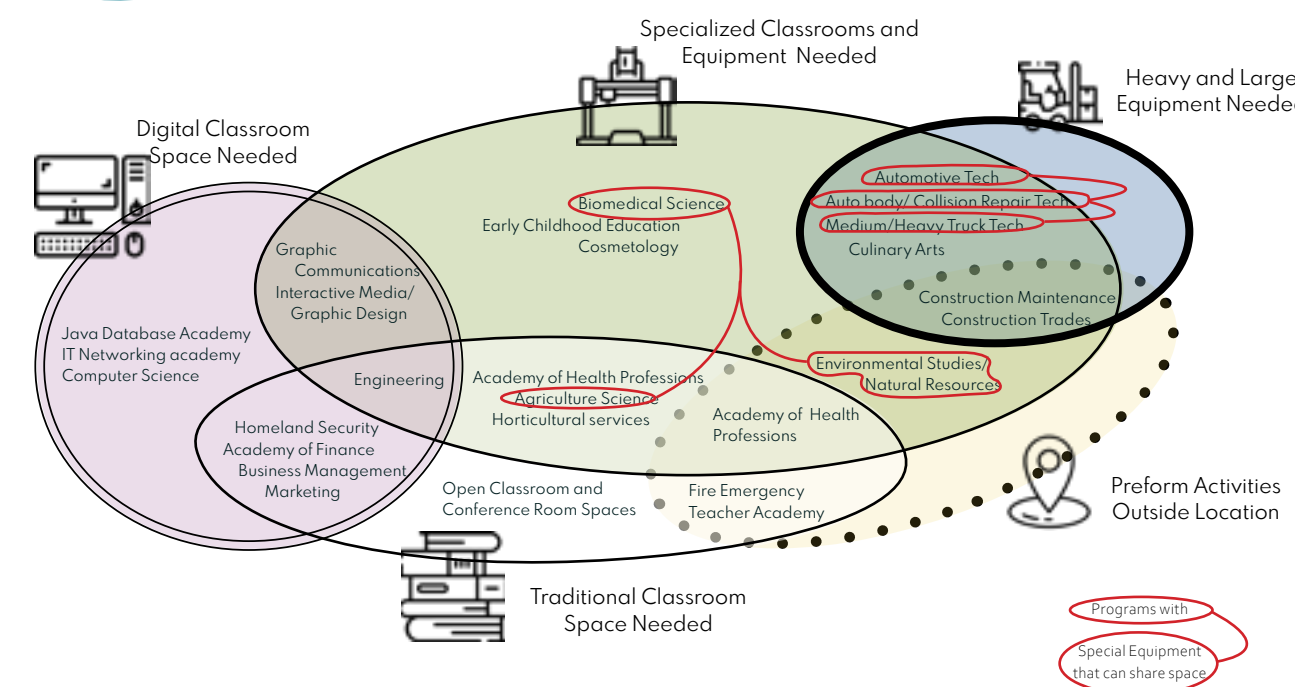
The cog itself is an excellent display of how many parts move together in tandem to complete a collective goal. This project's main goal is to provide a space where all of the different people in the community of Baltimore can come together to better support each other and bring the city back to life. It seeks to connect students to companies and professionals in CTE based trades that Baltimore was founded on and to also connect the parents and community making them aware of these options to better gain appreciation for their importance to their city and its future growth.



Discovering a program

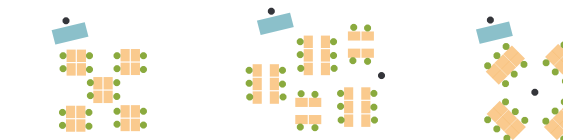


Compared to the national average the BCPS system only recognizes around 2/3 of the available CTE programs.



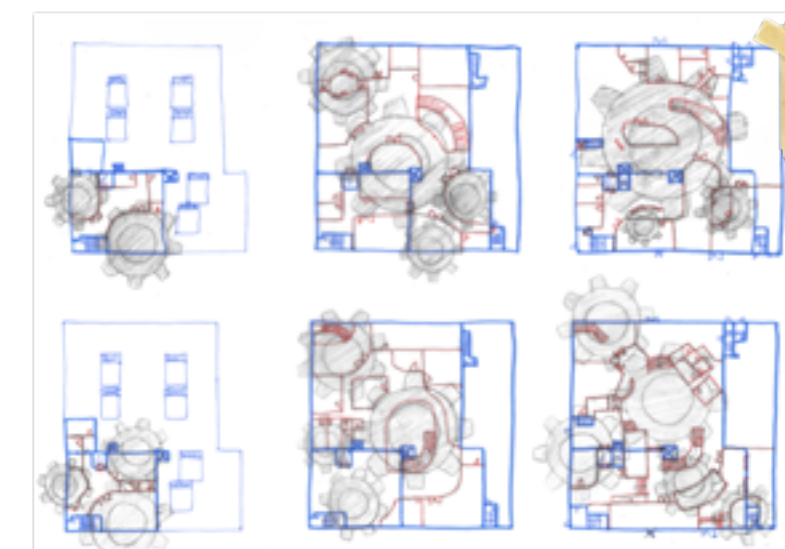
Connecting spaces together to increase visibility and awareness.

Utilizing inclusive learning zones with furniture arrangements and open workspaces.

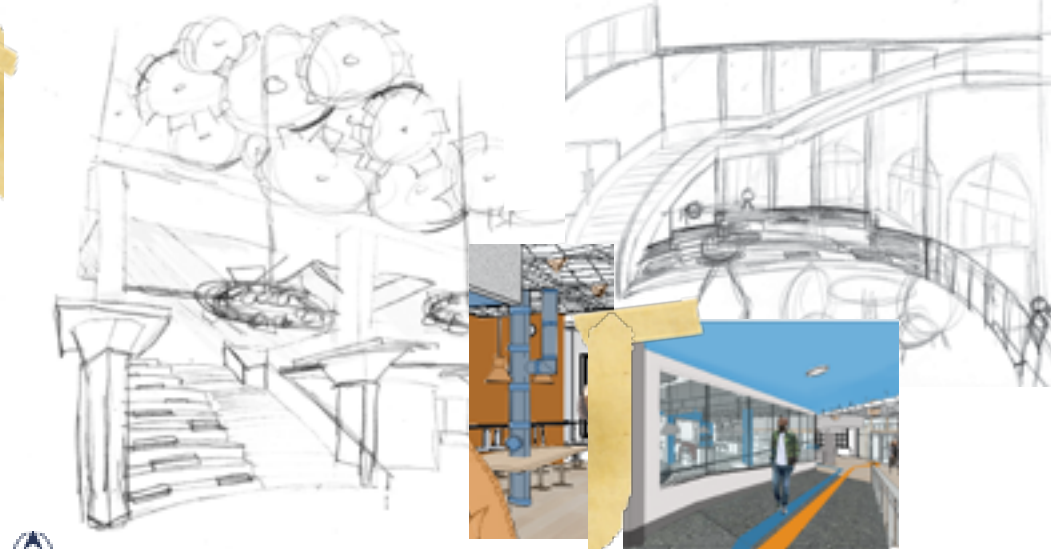


Diagramming concept and program to further develop plans

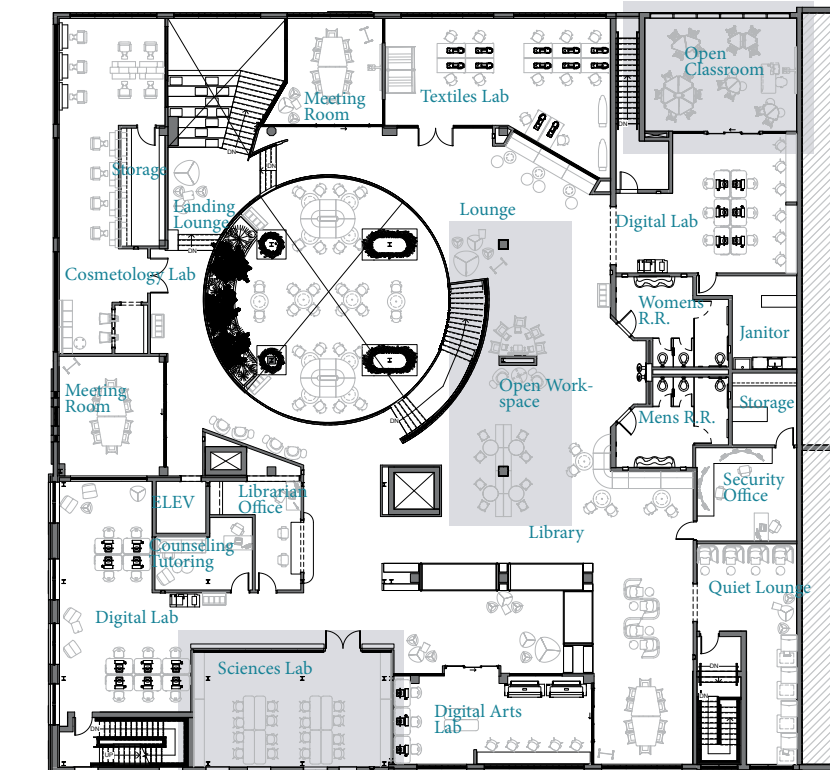
Analyzing central cores throughout the space.



Discovering how they could aid in wayfinding and CTE specific design elements.

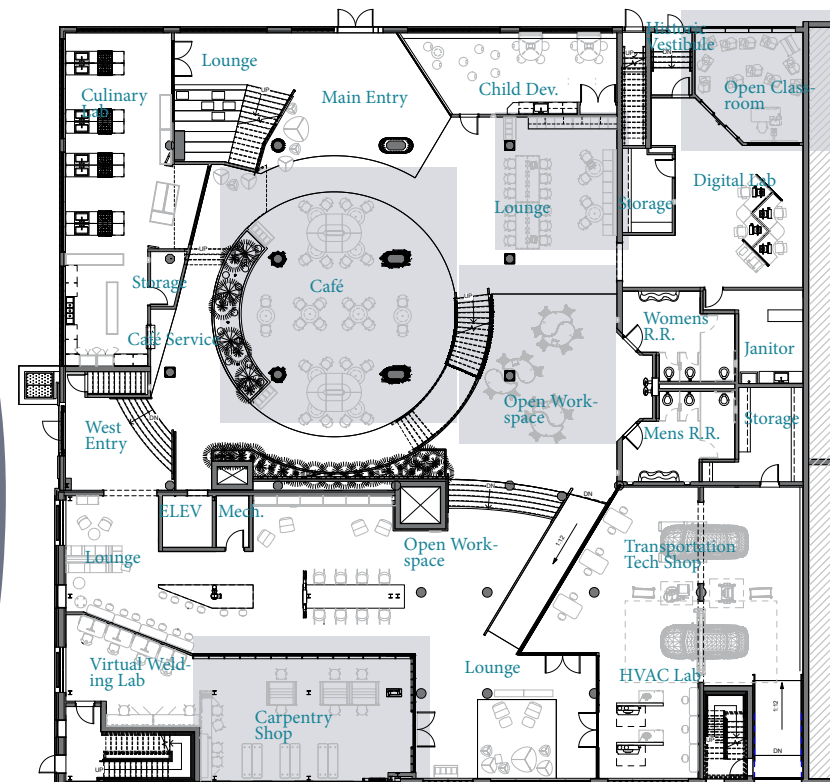


Automotive/construction zone wayfinding ramp, pipe column



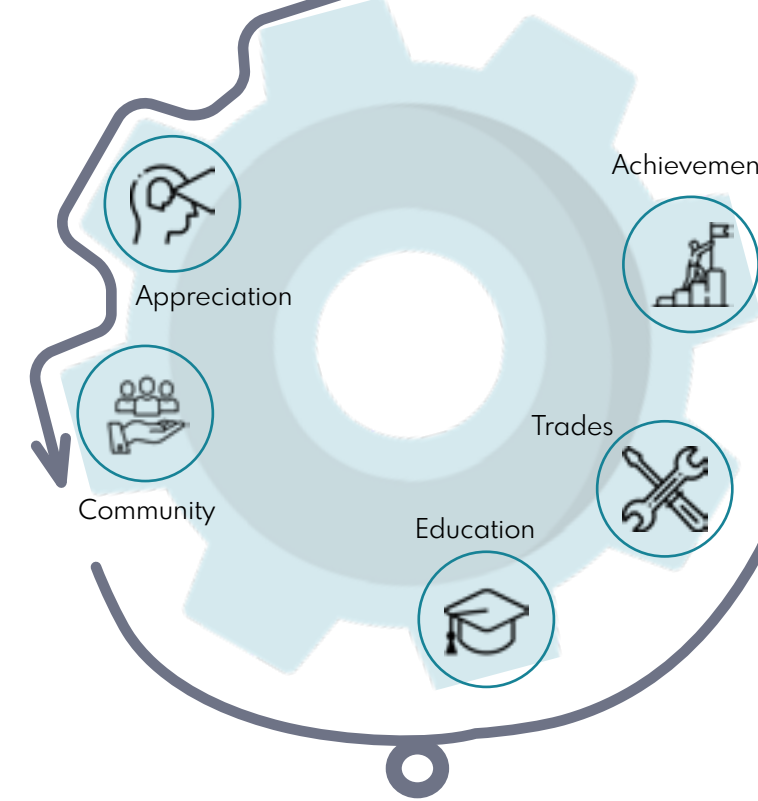
Level 2

Continuing plan development to include central cores of space



Main Level / Level 1

Creating the project goal and concept



Goals

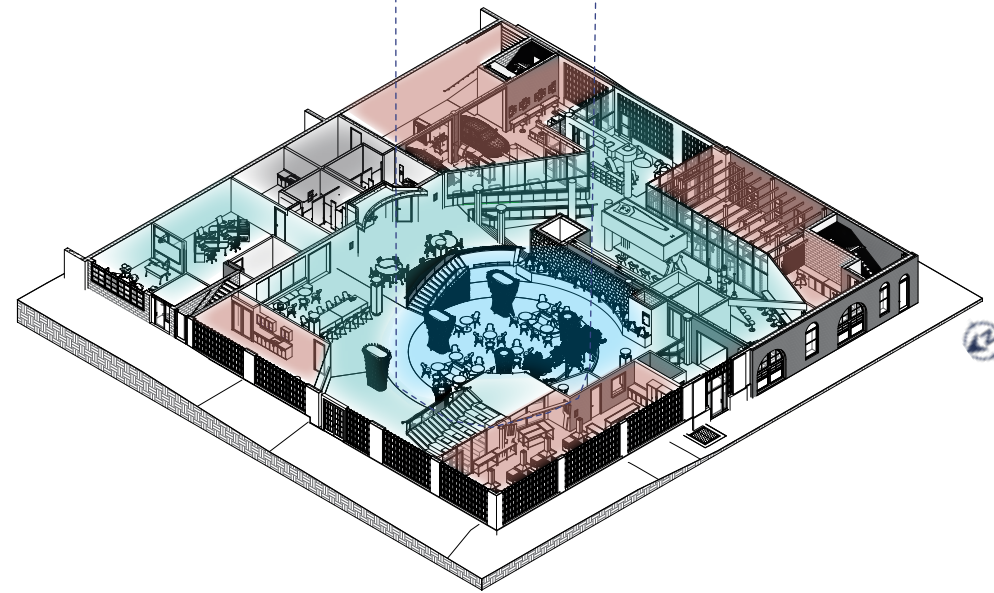
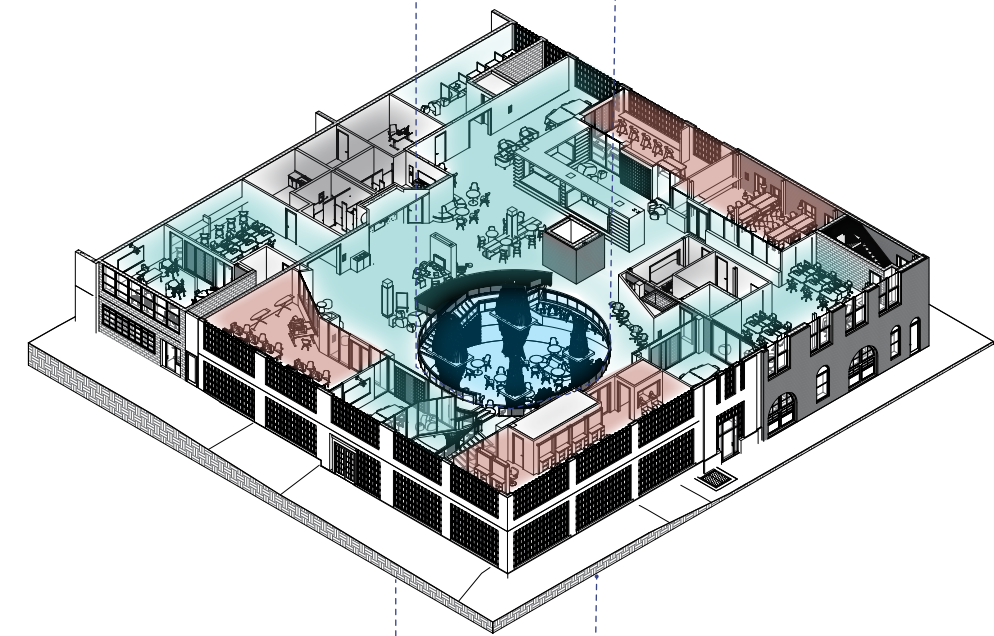
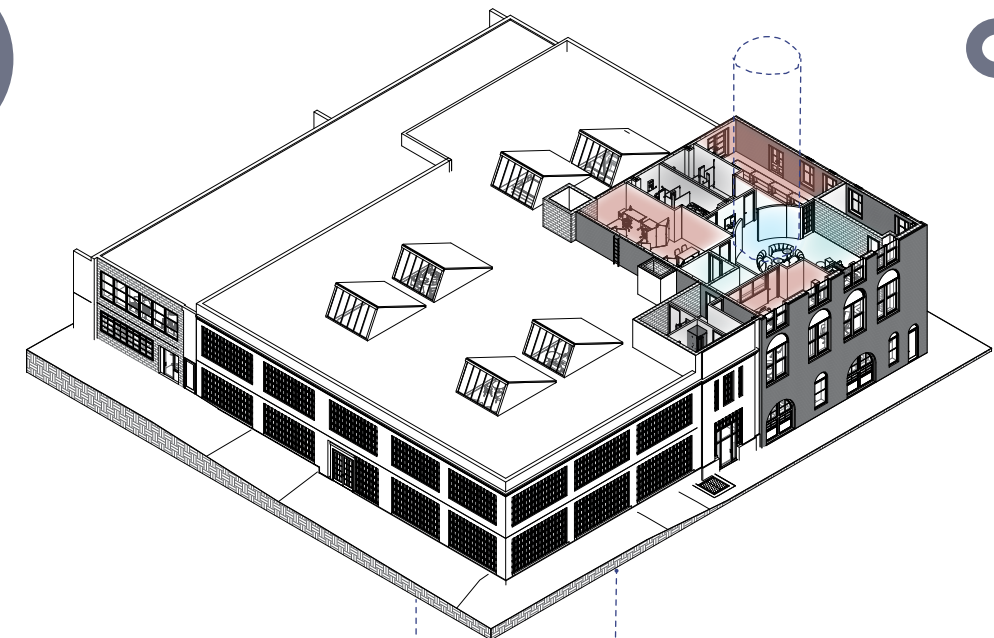
Allowing for more student centered support in the community.

Promote a diverse and inclusive society of future professionals fuelling one of America's original maker cities.

Creating an open center for the community to increase support, awareness, and appreciation of these trades and the students themselves who will jointly occupy the space.

Providing students with real life experience and access to trade resources to aid them in finding their own future path through CTE programs. Creating a more holistic approach to post-secondary career options for a more personalized education plan to further self-fulfilment and achievement.

● The final plans



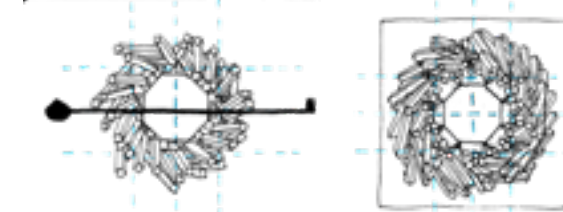
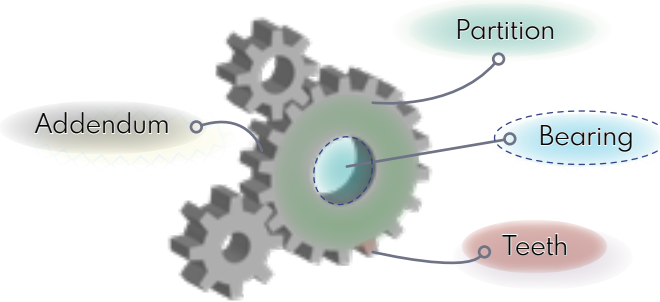
Automotive/construction
open workspace



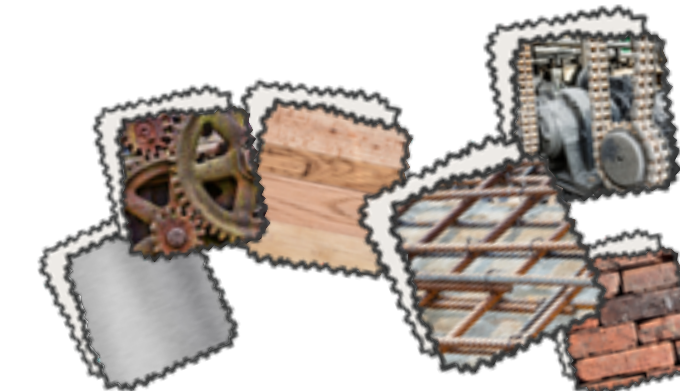
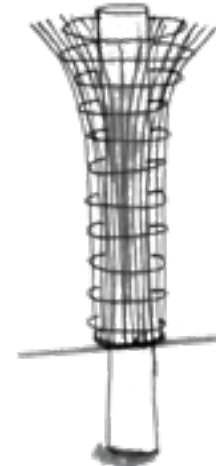
Library built-ins



Main entry into café



Abstractly diagramming
the concept of community
and everyone coming
together towards one
goal. Applying it to the
overall design.



● Schematic sketches
transform into detail design
areas and final renderings



Block lounge



Chain stair open workspace

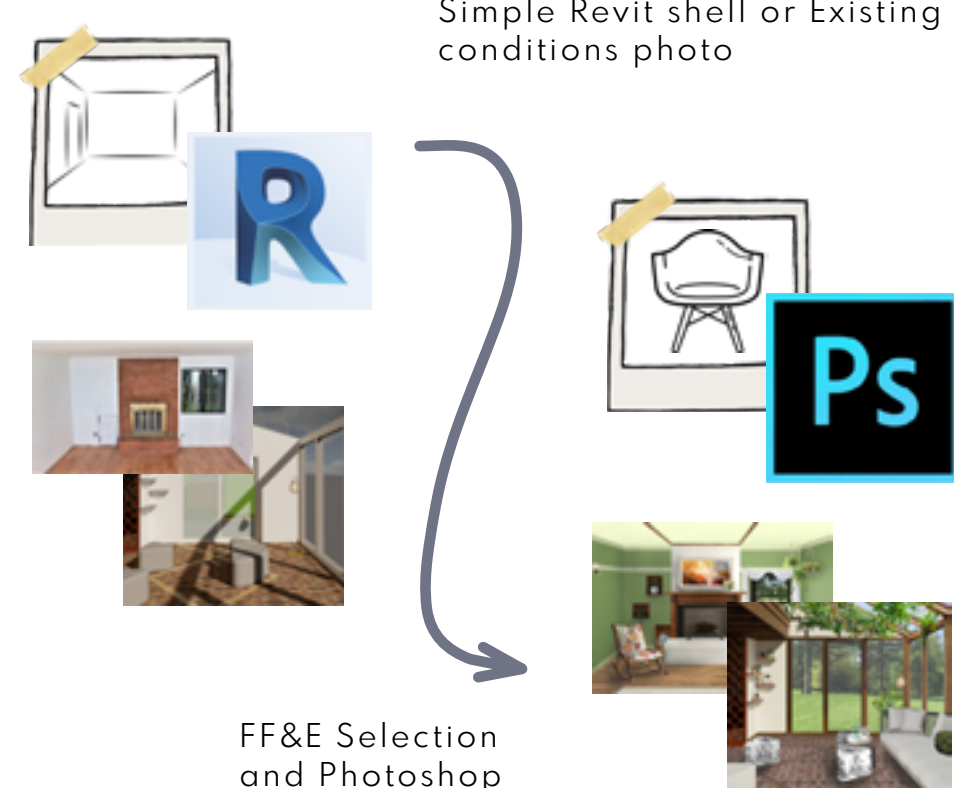


Café central core

HISTORY OF INTERIOR DESIGN

This small series of design style concepts focused on how each style and period of design preceding today continues to have an influence on our interiors. I thoroughly enjoyed researching each period and style of design to produce mini projects for three spaces.

Rendering process:



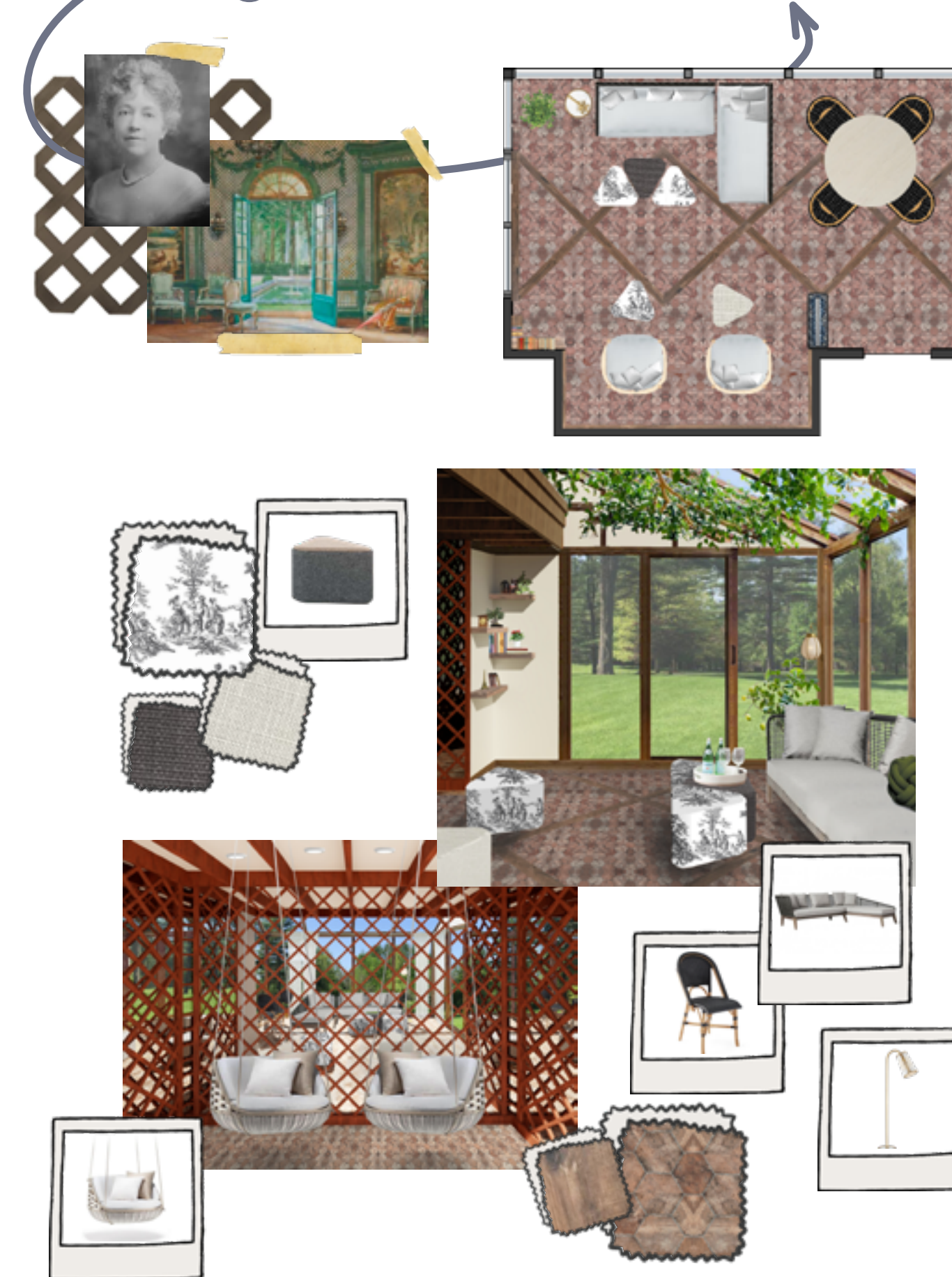
Rococo and Neoclassical Modern Bedroom and Boudoir



Shaker Style Modern Living Room



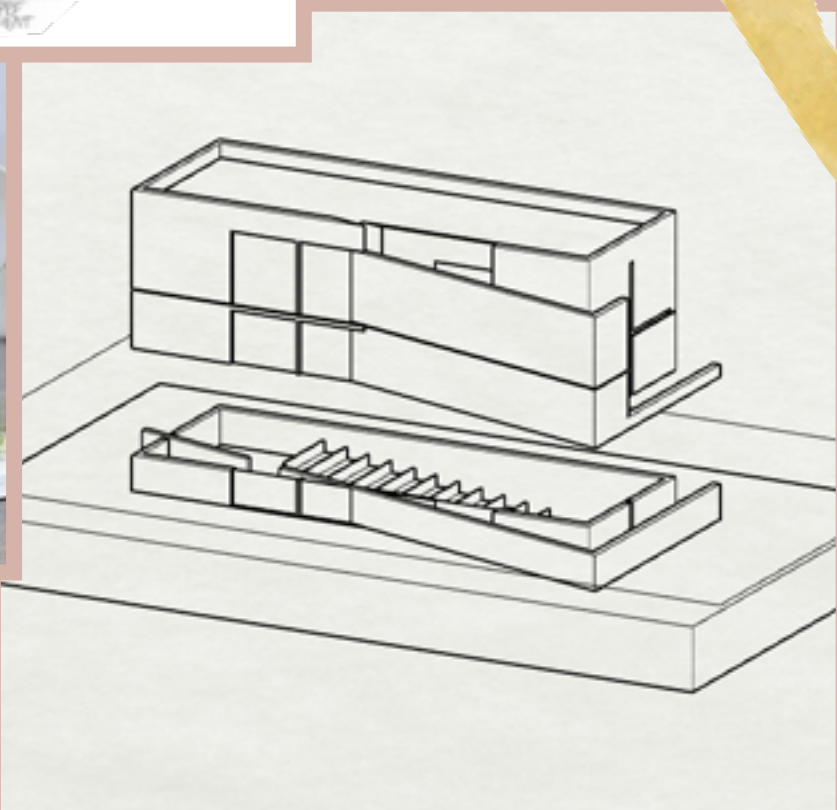
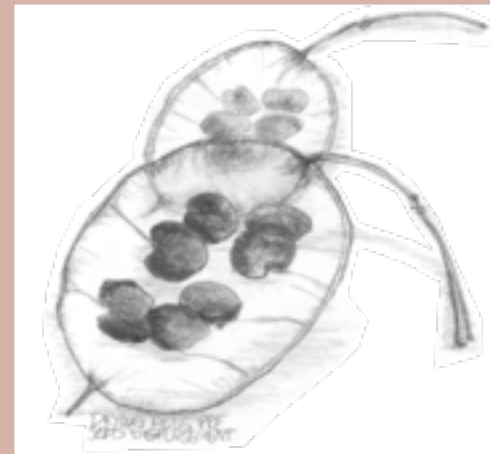
Elise de Wolfe Modern Sitting Room





ARCHITECTURE PROJECTS
& ANALYTICAL/DIAGRAMMATIC WORK

1



2

1

PROJECTS 1 & 2
ONE SPREAD PG. 22-23

LIVE WORK PLAY
MODEL BUILDING · SPATIAL ANALYSIS

2

PROJECTS 3 & 4
ONE SPREAD PG. 24-25

DIGITAL COLLAGE
ANALYTICAL DIAGRAMS

During my first and last year of study I had the opportunity to create two projects with the same program for a living, working, and playing space. Both projects explored the use of form, space, and order to create a close to nature, private, tranquil environment for a creator accompanied by a place to share their talents with the community. It was interesting to see similarities and differences in my design thinking between the two different methods used.

Nature within Architecture:

This first project was creating a hypothetical living, working, and separate gallery space for myself as a designer. The parameters were restricted on the scale and site size offering a more complex solution to separating public and private space in the project. Exploration focused on how to incorporate nature into a small build. This included water features, interior light and shadow and vegetation, all culminating into a final model.

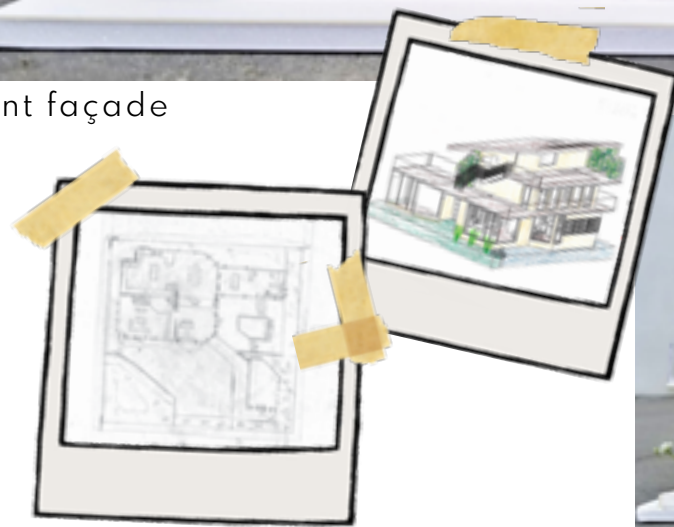
Architecture within Nature:

The second project introduced a client of a botanical illustrator with a separate education/drawing space and gallery for the community. The process consisted of more organic accretive design phases that started with the abstractions of simple form into ordering principles and integrated spacial thinking. The site for this project offered mountainous and forest typography exploring the opposite concept of architecture incorporated within nature.

○ Nature within Architecture



Front façade



Play
(Gallery)

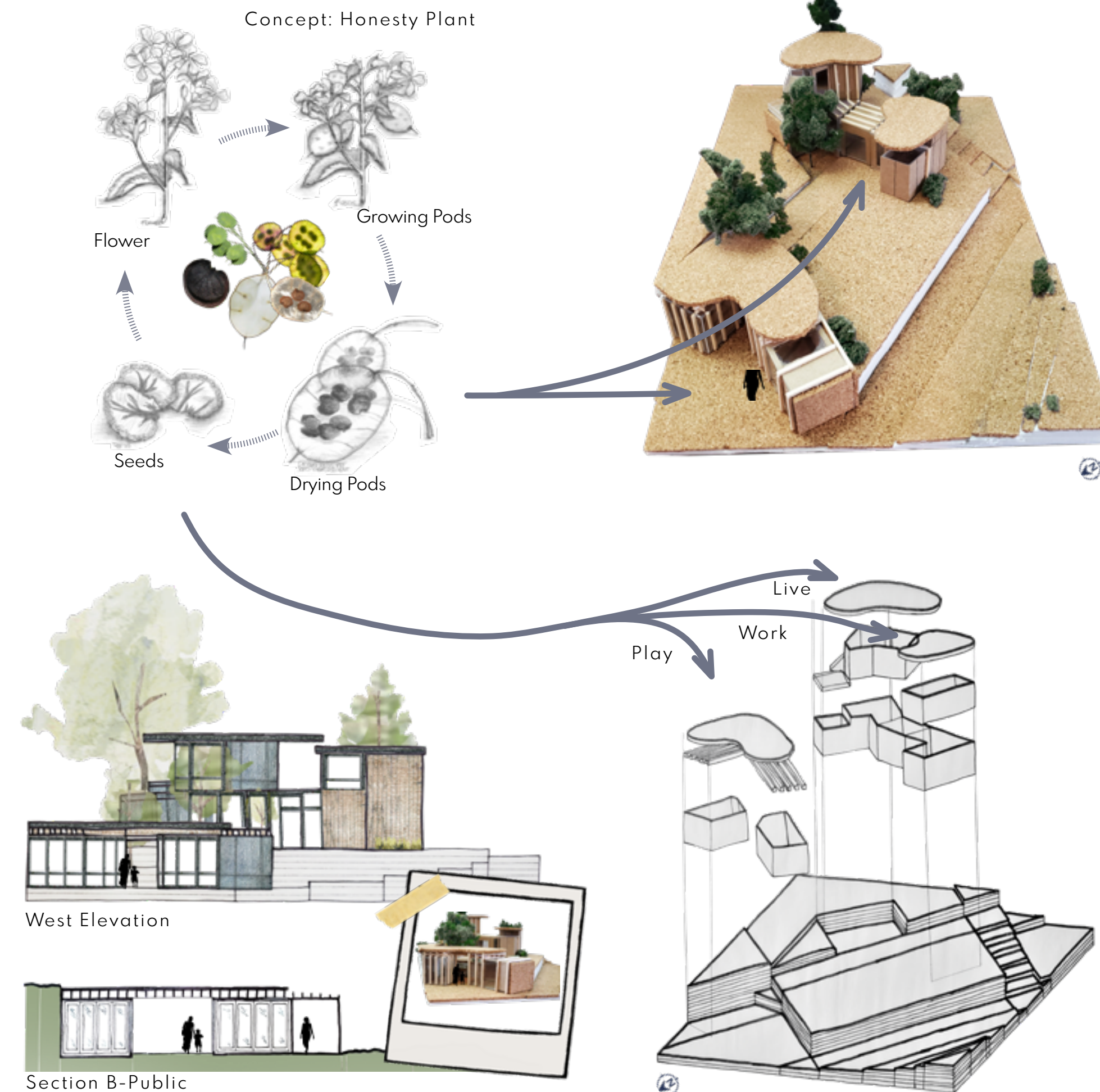
Work

Live

○ Architecture within Nature



Section A Private



West Elevation

Section B-Public

Live

Work

Play

DIGITAL COLLAGE & ANALYTICAL DIAGRAMS

Diagramming and collaging different aspects about a project is one way I am able to merge my analytical and creative sides helping better understand that project. These compositions expose the atmospheric concepts behind each space combining them with diagrams, renderings, and architectural drawings.

Pei Ling Gallery:

Analyzed the relationship between classical revivalist architecture in Savannah, Georgia to the concepts of Laugier's Primitive Hut. Explores how an ideal is perceived versus the physical architecture that is realized coexist in tandem.

Methods/Materials: Google Sketchup, hand rendering, Photoshop

Ethereal Slice:

Analyzed how form can immediately impact space and atmosphere with an emphasis on light penetration of Tadao Ando's Church of Light. Details the cut and sliced forms and their exposure of light that draw you into a world unknown.

Methods/Materials: Illustrator, Rhino, Photoshop



PERSONAL WORK

1



1	PROJECTS 1 & 2	 CERAMICS
	ONE SPREAD PG. 28	COILING · SLIP TRAILING · HAND-BUILDING
	PROJECTS 3 - 5	 JEWELRY
	ONE SPREAD PG. 29	REFLECTION ON MY MAJOR, MY GROWTH AND EXPERIENCES AT SCAD

PERSONAL WORK CERAMICS & JEWELRY

While I enjoy sketching and designing digitally, I also enjoy modelling and building things by hand.

Ceramics:

Worked with hand building techniques to create a fruit bowl and pair of mugs.

Methods/Materials: Slip trailing, coiling, and other hand building techniques

Jewelry:

Rings Study

Worked with silver and copper metals to create a series of rings that explored stone settings and positive and negative space. The needle and the nail ring was a physical representation my major and the combination of both the technical and the design sides of myself.

Map Pendant

A pierced bronze pendant that is a double sided map representing my home in Maryland and my home in Georgia while I attended school at SCAD.

Cog Brooch

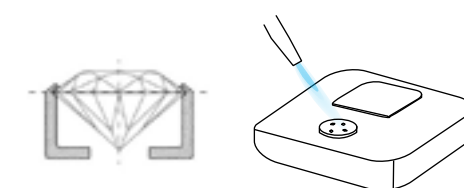
Worked with silver, brass and a cabochon stone setting to create a cog brooch that reflects my capstone project Pro.P.

Methods/Materials: Piercing, soldering, stone setting, riveting and other hand finishing and polishing techniques

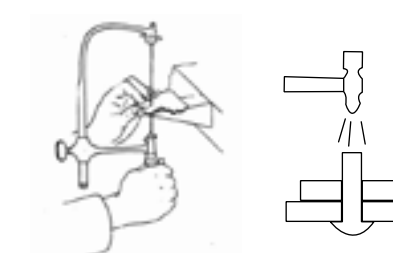
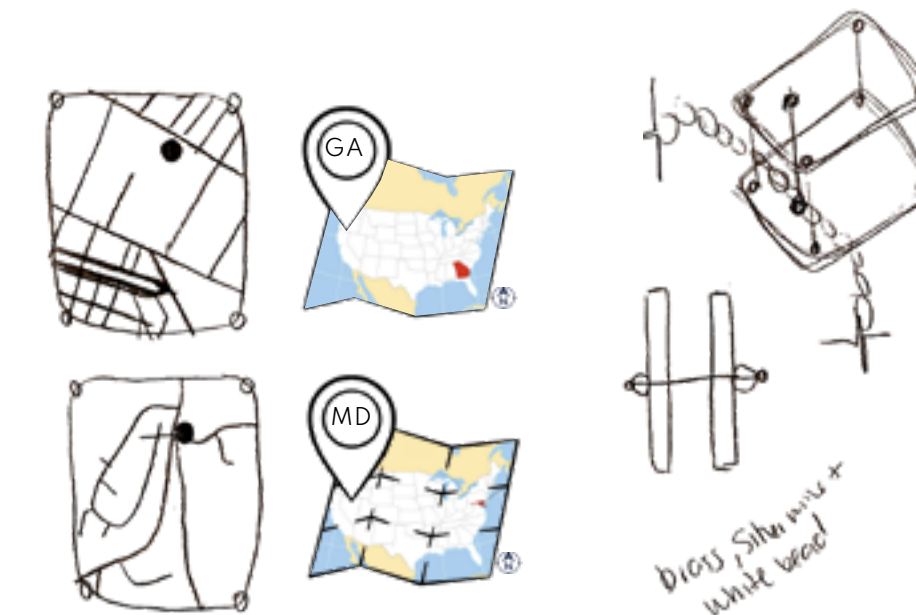
Mugs and Bowl



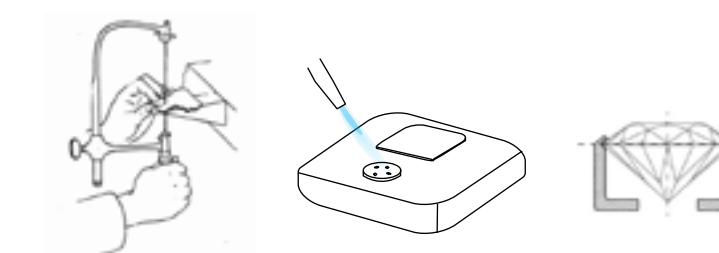
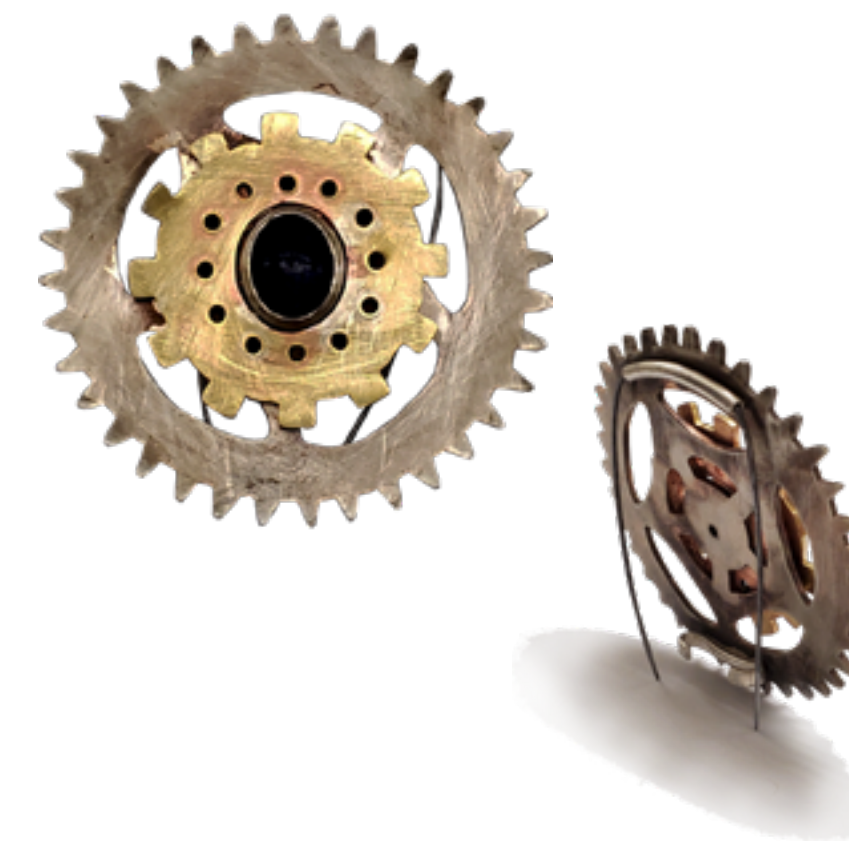
Rings study



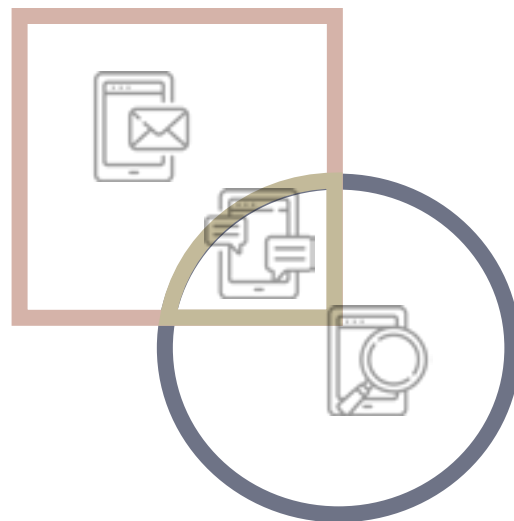
Map Pendant



Cog Brooch



THANK YOU!



JESSI.LYNN.LEWANDOWSKI@GMAIL.COM

240-595-3887

JESSI-LYNN.COM

ISSUU.COM/JESSICA_LEWANDOWSKI

LINKEDIN.COM/IN/JESSICA-LEWANDOWSKI-1433701a0/

Jessica Lewandowski