Ventura Art Center

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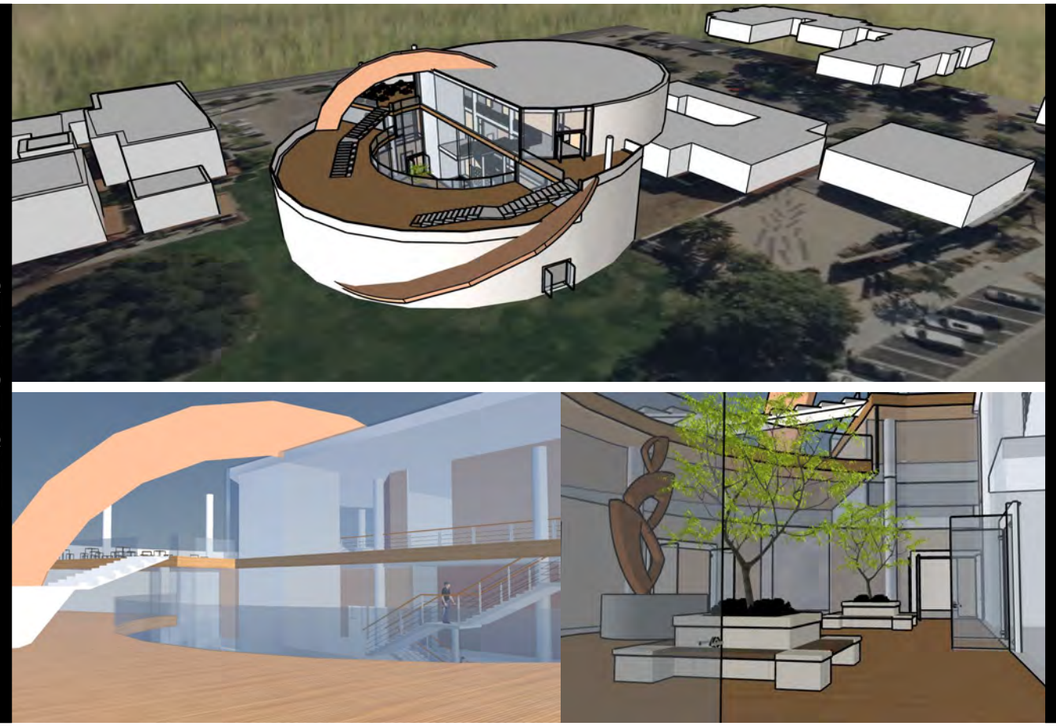
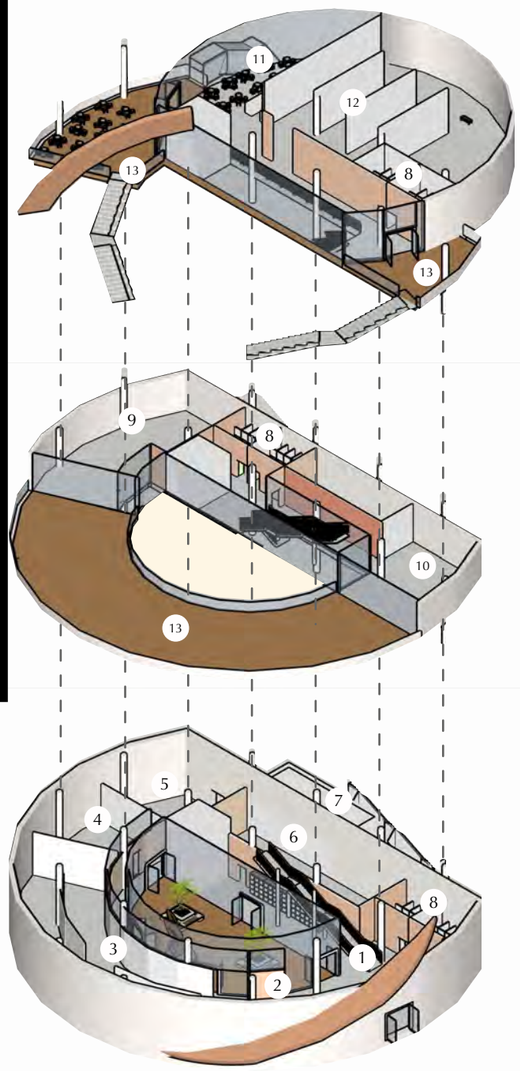
In second semester design studio I was prompted to design a small art gallery. The conceptual phase was directed through inspiration from art pieces. The Ventura Art Center design was inspired by Cecilia Vicuña's sculptures; developed from the idea of knots, the form uses circular geometry to guide movement.

Throughout the design process, I gathered case studies from various projects.
The design was digitally modeled in SketchUp.

PERSPECTIVES

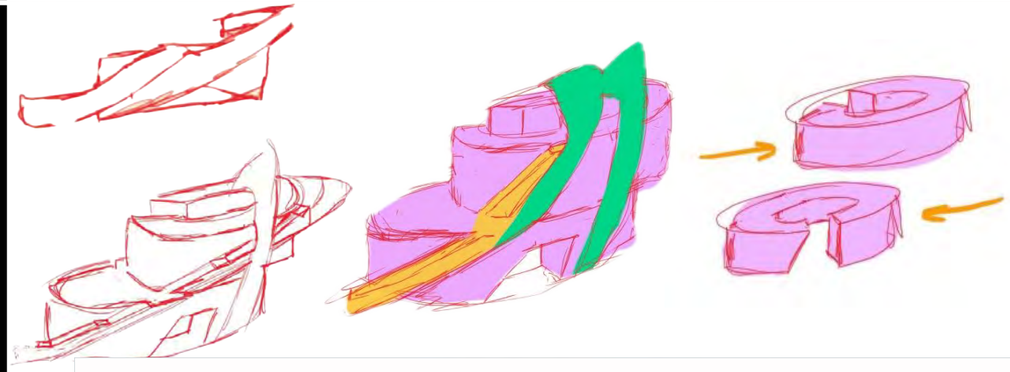


EXPLODED AXO FLOOR PLANS

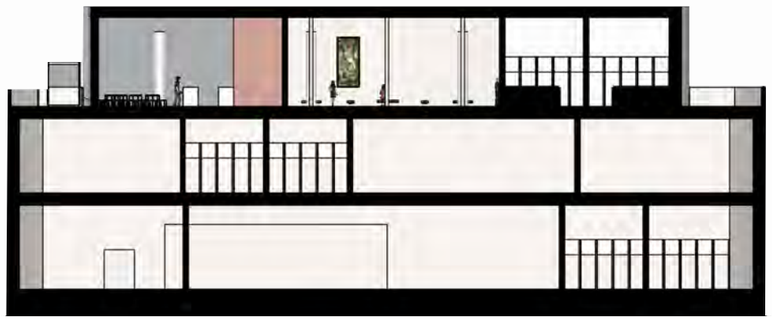


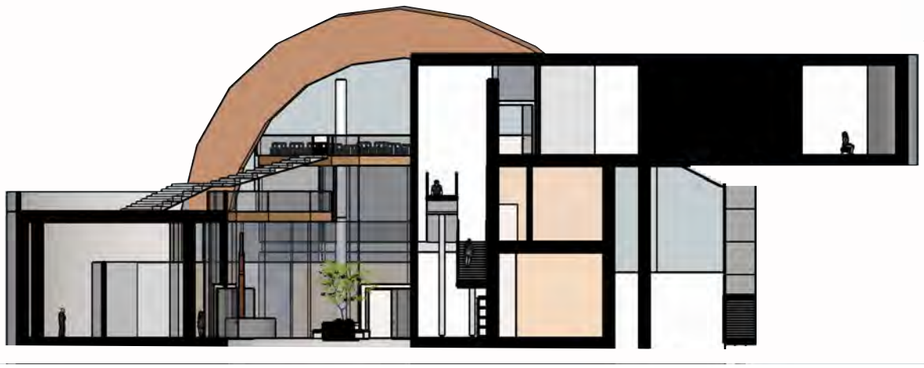
PHYSICAL MODEL

CONCEPT SKETCHES



SECTIONS





1. Lobby
2. Gift Shop
3. Temporary Exhibitions
4. Black Box Exhibitions
5. Utility Room
6. Storage
7. Loading Dock
8. Toilets
9. Kitchen
10. Boardwalk
11. Cafe
12. Main Gallery
13. Terraces

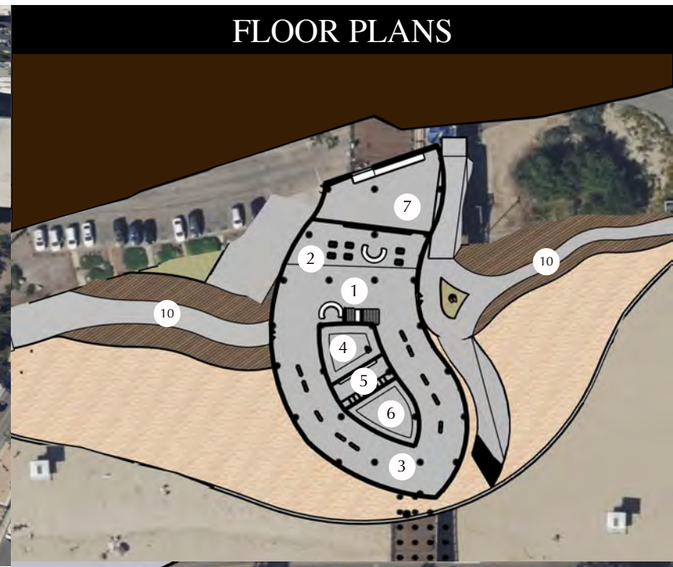
The final project in second semester architectural graphics studio was to redesign the Ventura Pier. Throughout the conceptual phase I was directed to use case studies and AI imaging, and scaled hand sketching. Development of the project in SketchUp included revising early conceptual drawings to work through the idea.
The project's focus was to cultivate skills in efficiently conveying a design concept.

EYE-LEVEL PERSPECTIVES

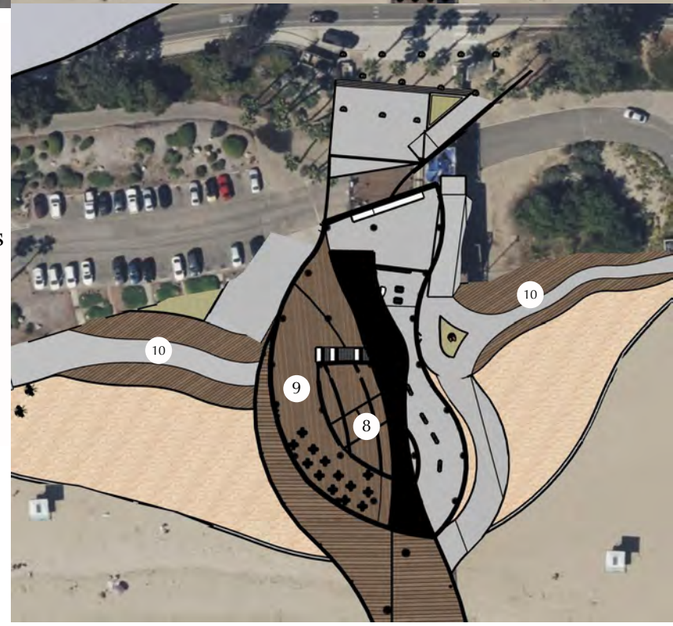
AERIAL PERSPECTIVE

CONCEPT SKETCHES

FLOOR PLANS



1. Lobby
2. Gift shop
3. Exhibitions
4. Offices
5. Toilets
6. Multimedia Exhibits
7. Storage
8. Cafe
9. Kitchen
10. Boardwalk



SECTIONS