



SELECTED WORKS

JOVANY A CUMBE CACERES
23770243



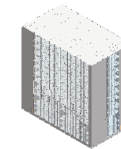
My name is Jovany Cumbe, I am a student at NYCCT in Brooklyn ,NY and have selected some of the works I take pride in. I hope my selection can convey my passion while still establishing my skill level and strengths. At the very least I hope you spot something that interests you.

For Claudio and Elsy loving parents

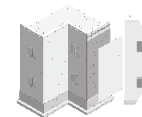
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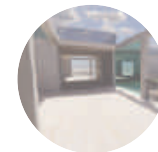
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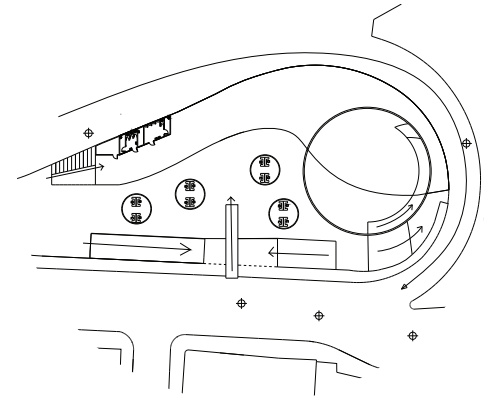
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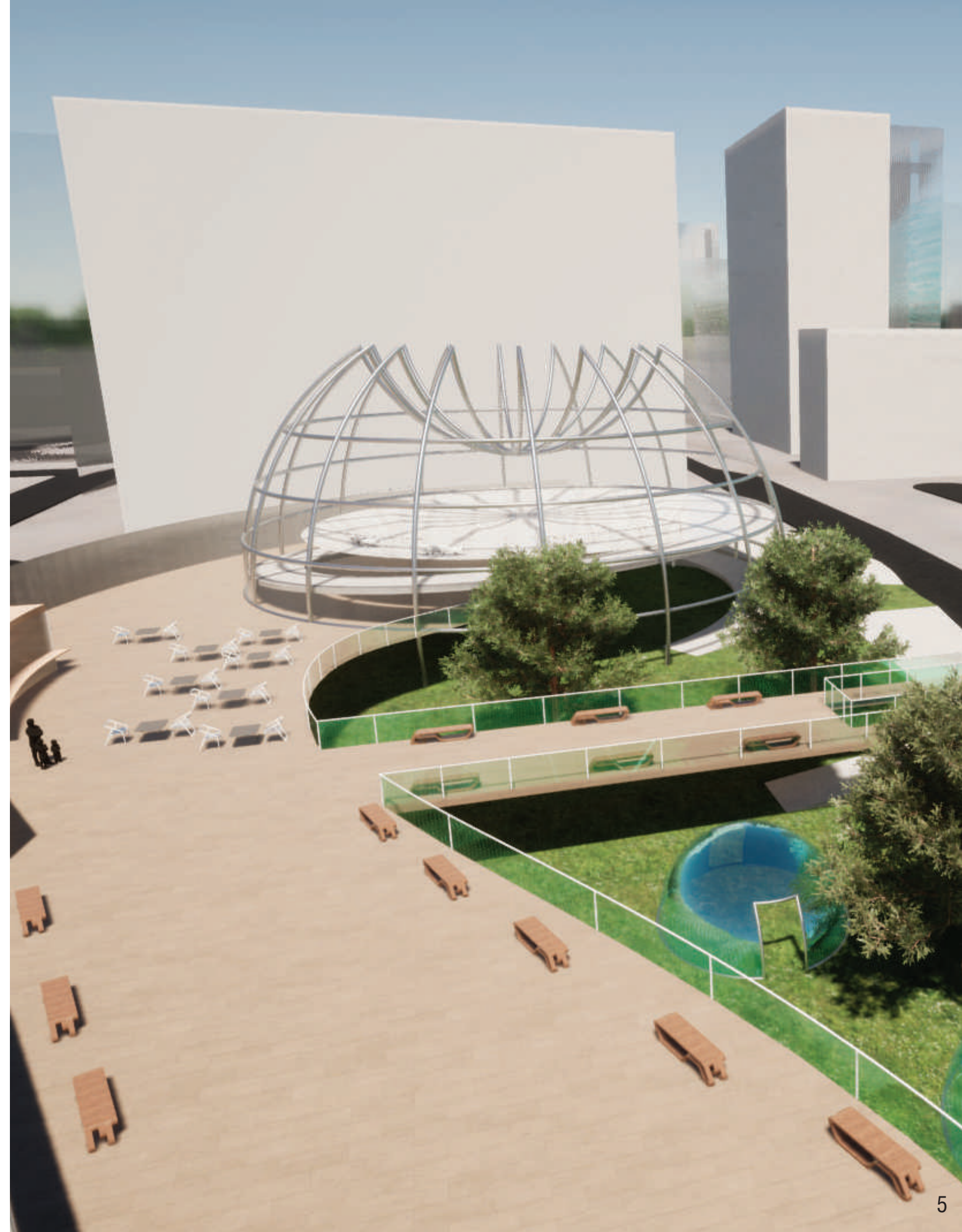


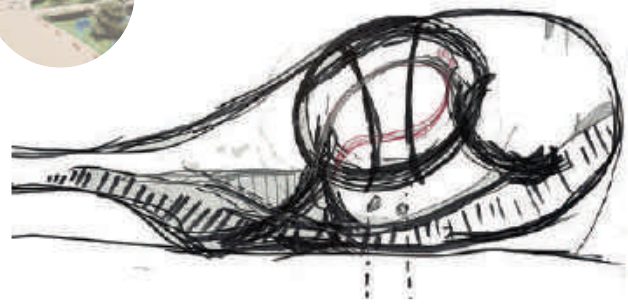
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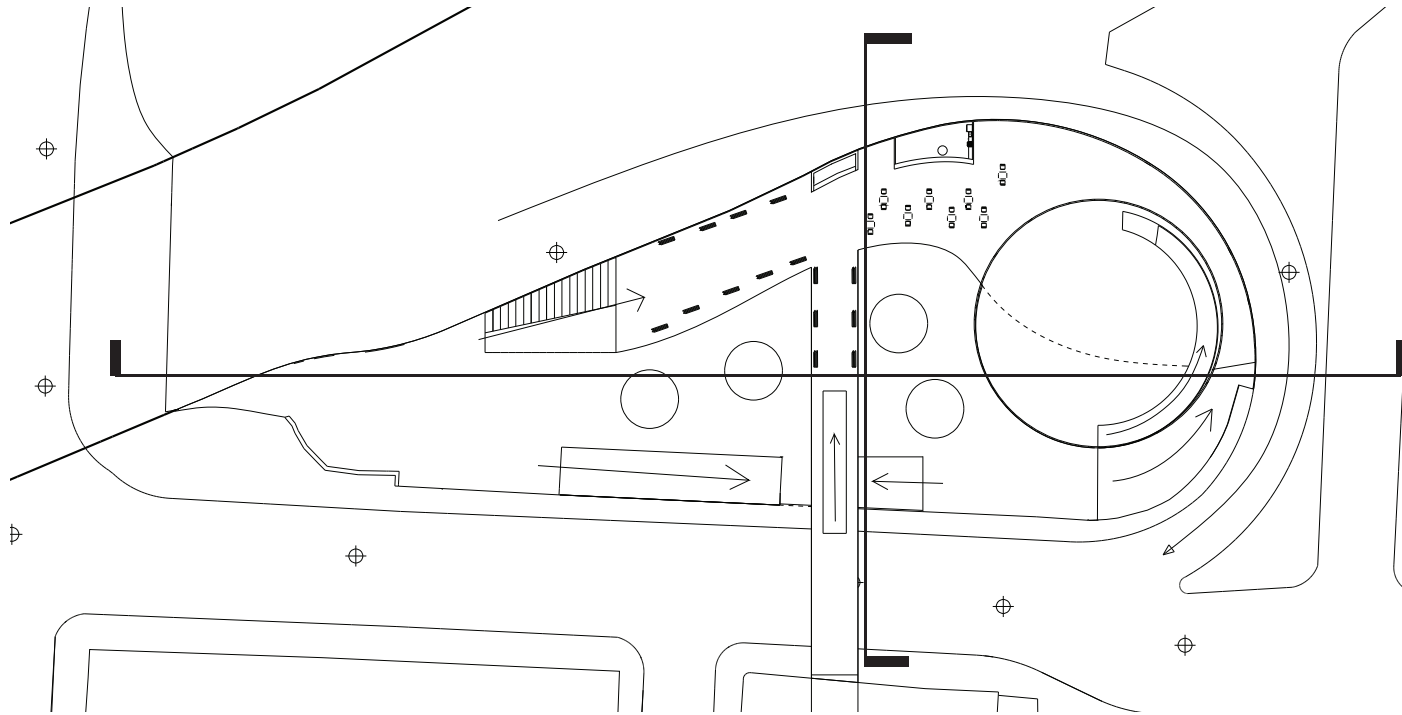
CUPULA PAVILLION

In this project we were tasked to design a pavillion on an existing site next to voorhees hall. The project site caused me to think critically on the interactions students would and already do have at the location. In observing interactions with the site the fact that you have to leave the building to acess the site was an inconvenience for students. My bridge and ramp that connect to voorhees directly became my response to this issue . Due to the fact that I wish to have a high influx of students onto the site I wanted to have spaces that could help with the cramped feel of voorhees hall . My response for this came with a large public seating area that open up to the cafe and can create a qucik new spot for studens and teachers to get a bite. I decided that there are others that want to review and study with peers in a private enviornment and for this reason I decided to implement my pods that can house a group of four or six.

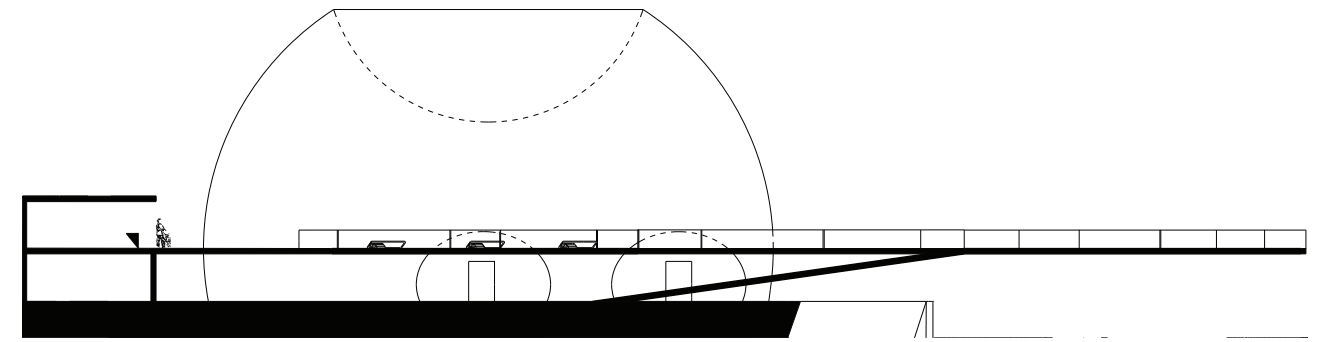




SKETCH



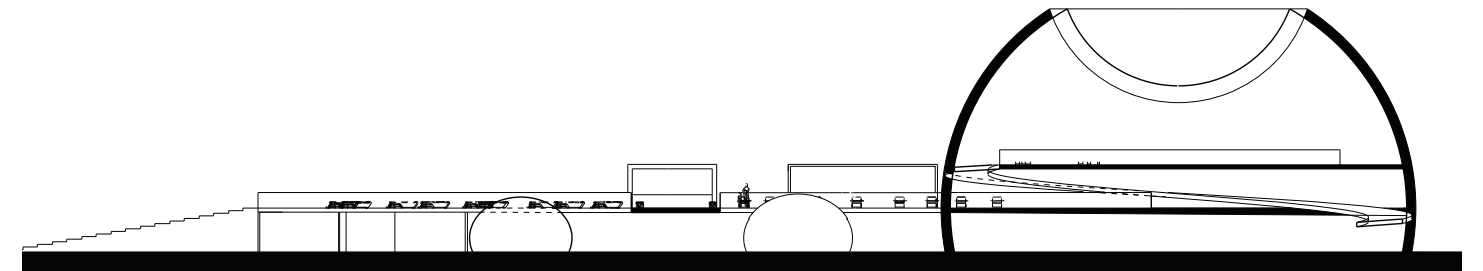
FIRST FLOOR PLAN



SHORT SECTION

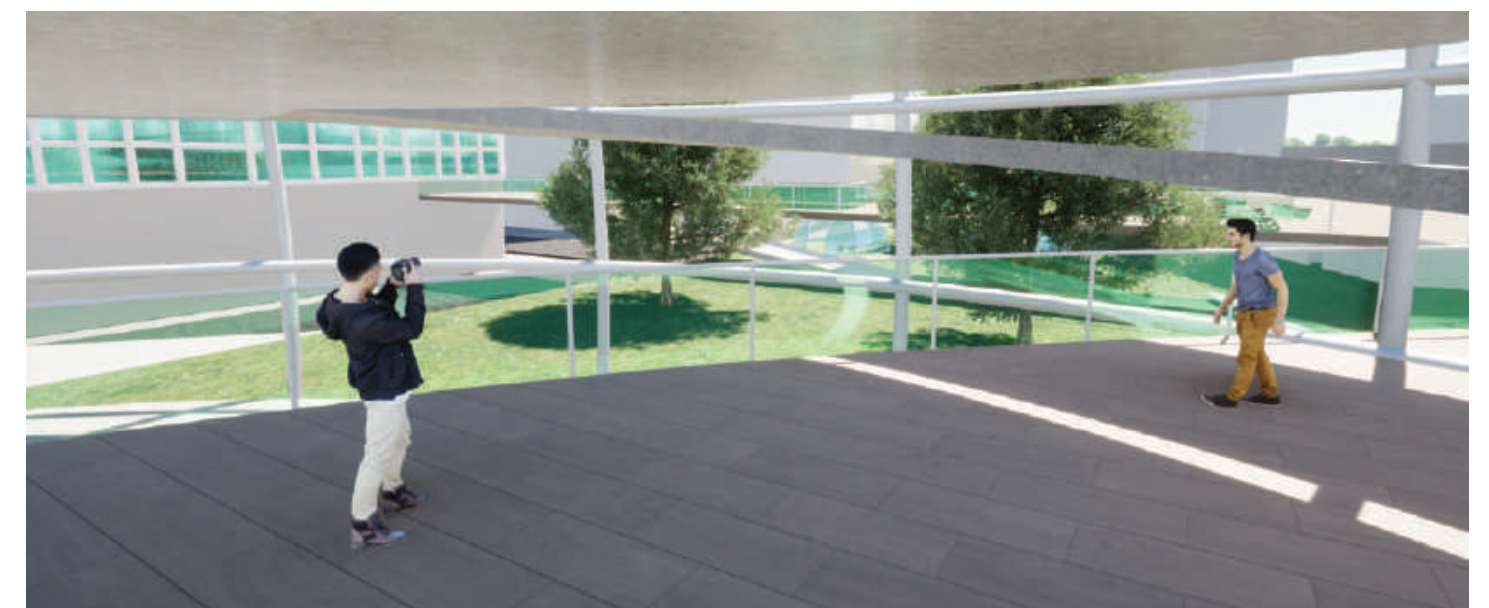
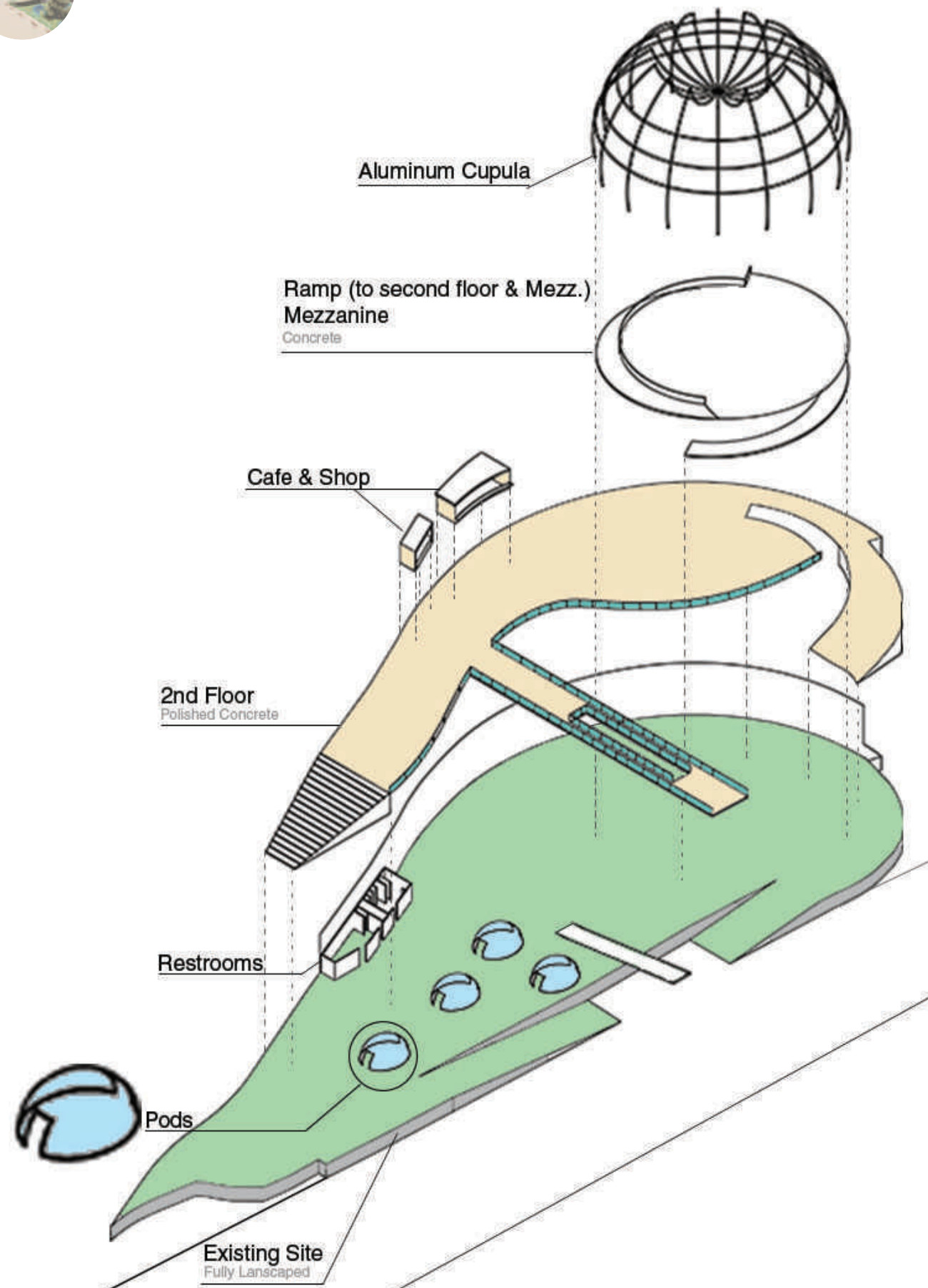


RENDERED SHORT SECTION



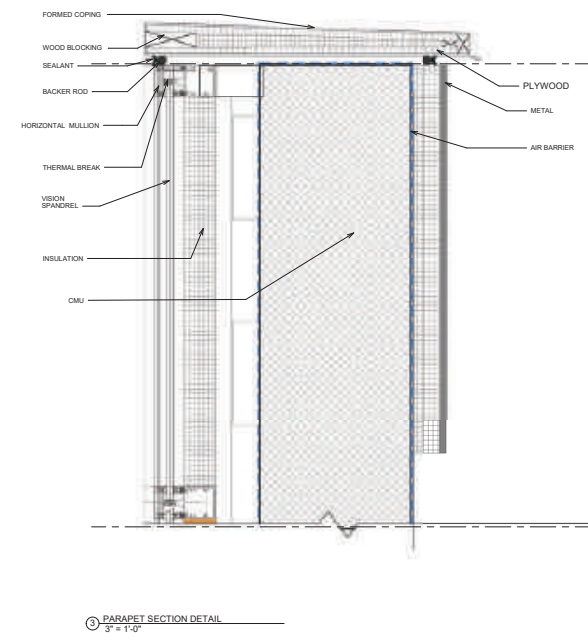
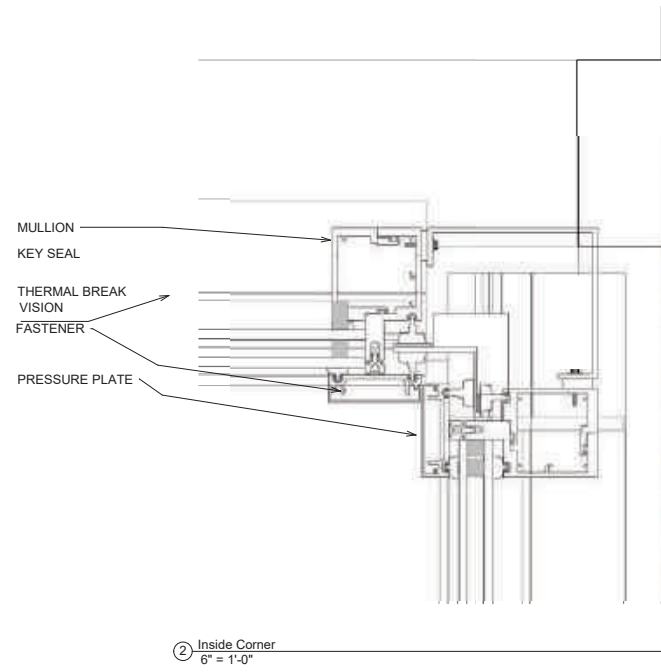
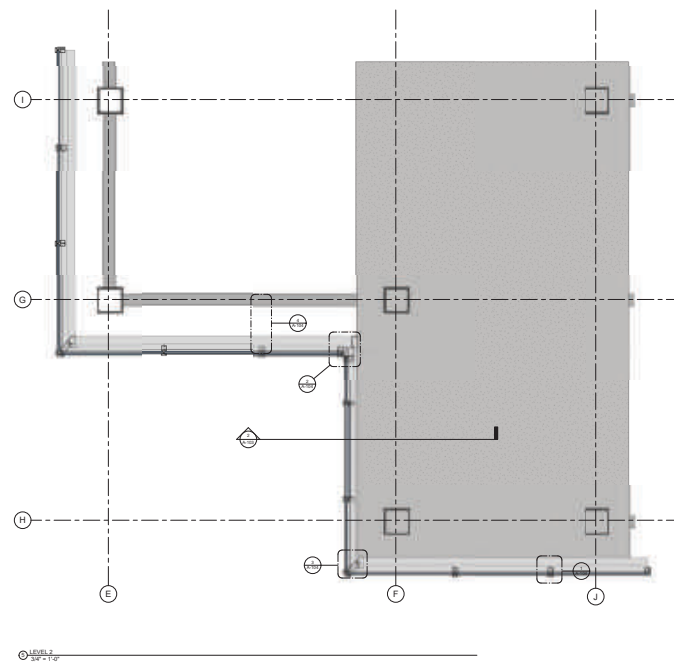
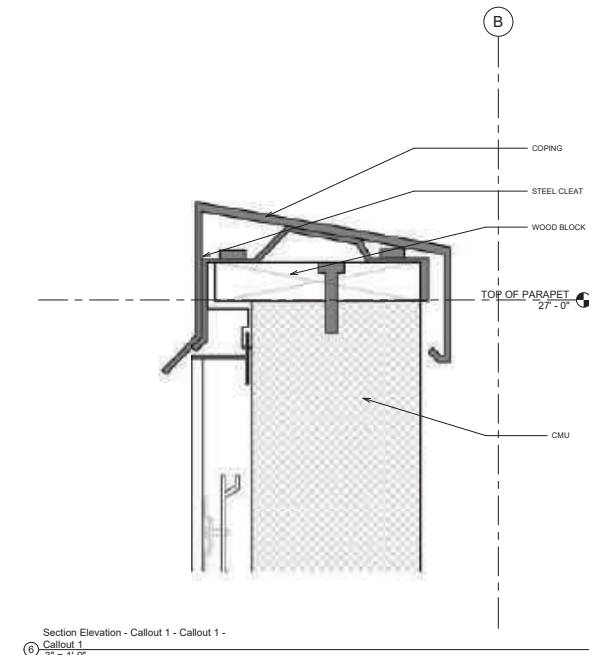
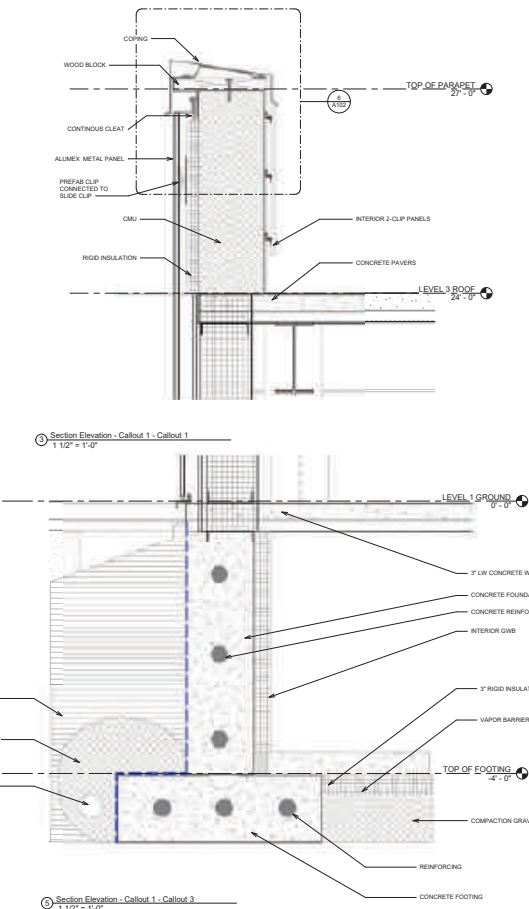
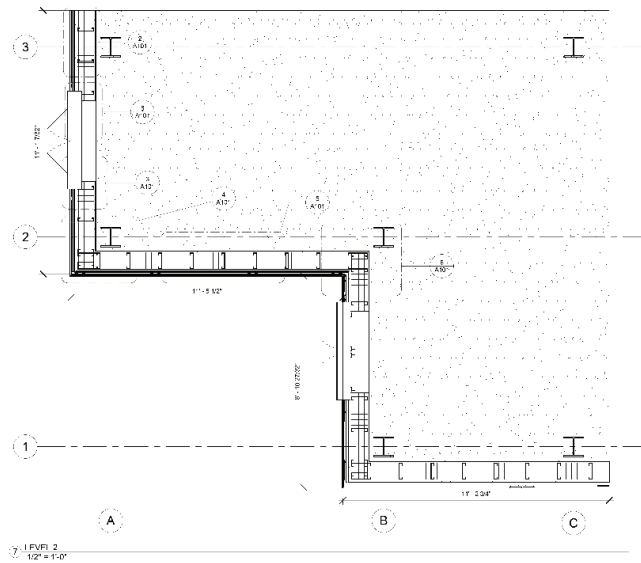
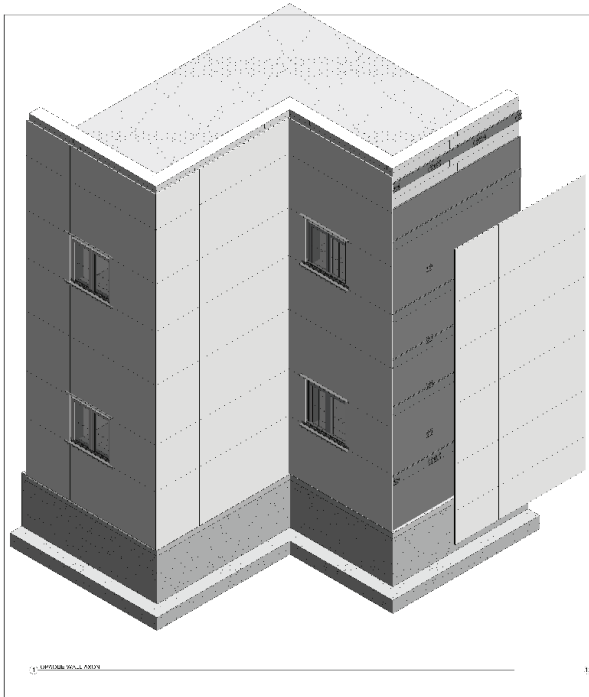
LONG SECTION





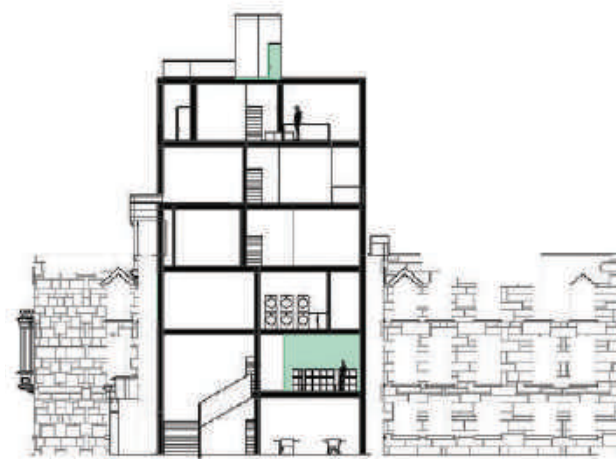
RENDERINGS

BUILDING TECHNOLOGY III





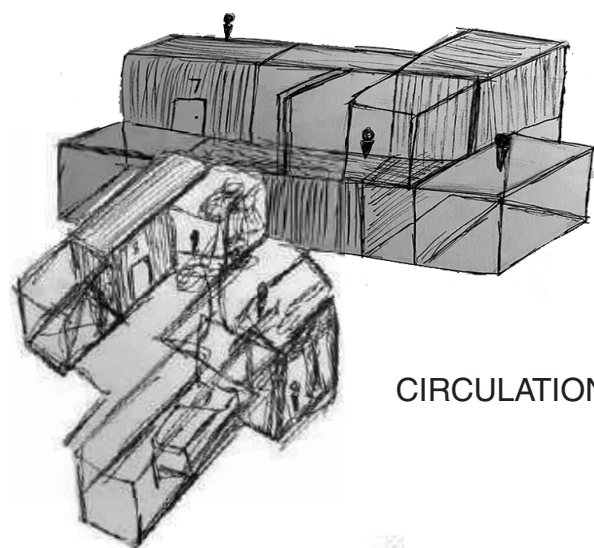
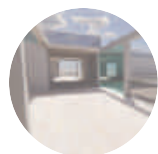
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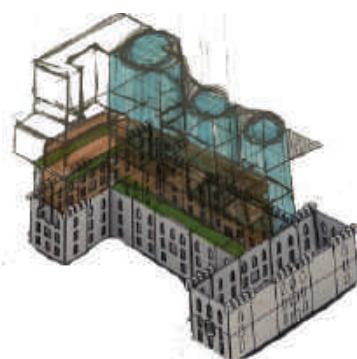
ENVIORNMENTAL RESPITE

This project was an adaptive reuse project for the historic smallpox hospital on roosevelt island. In order to respect the site as much as possible I decided to have my reuse be an addition onto the already exisiting ruin. When observing the ruin its masonry and large windows give it a very alluring presence. For this reason I reinforced the existing site with a wall that could support the exisitng structure and would follow the same window dsign for the floors that are already present in the ruin. My main concept of an enviornmental respite correlates to the level of interaction you would want to have with others that inhabit the hostel. If you wish for a a high possibility of interaction the ground floor courtyard can offer that. For those that prefer private moments they can choose to inhabit the respite areas that are present in the additive floors. The open spaces were made to reflect the ruins dilapidation but also juxtapose its masonry with very modern concrete forms

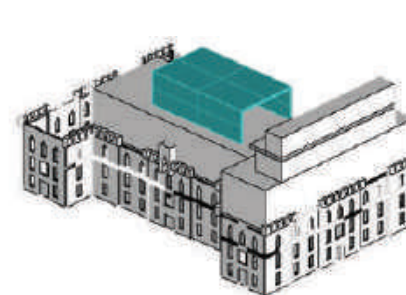
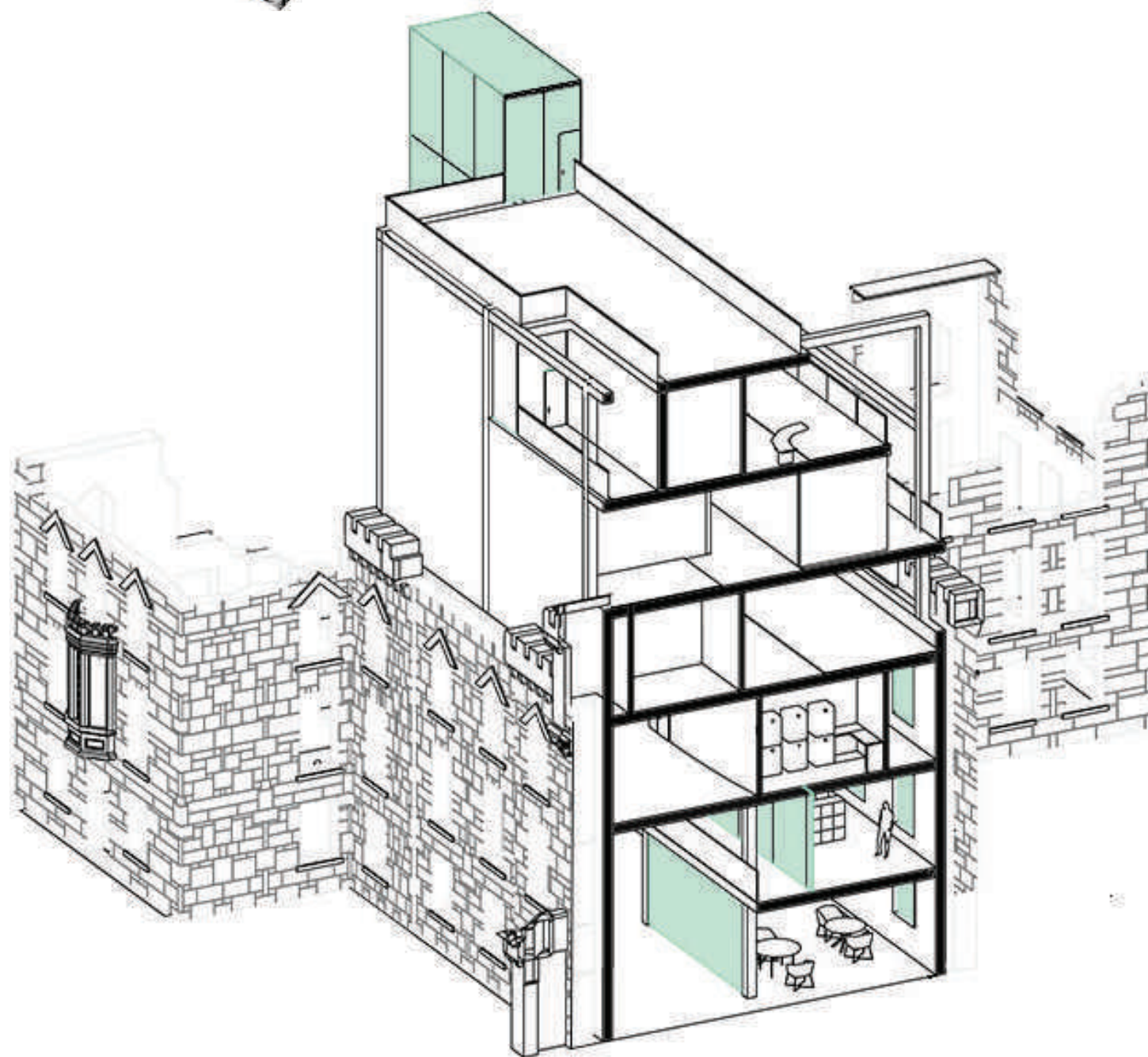




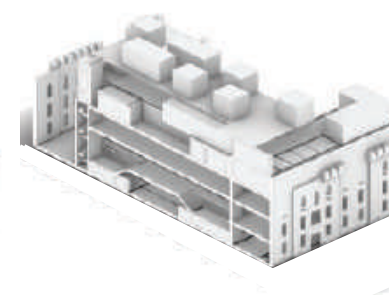
CIRCULATION



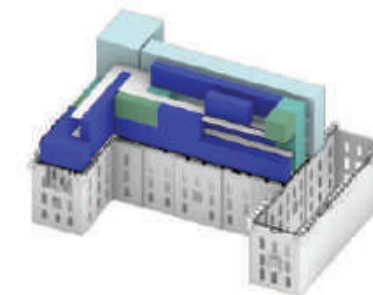
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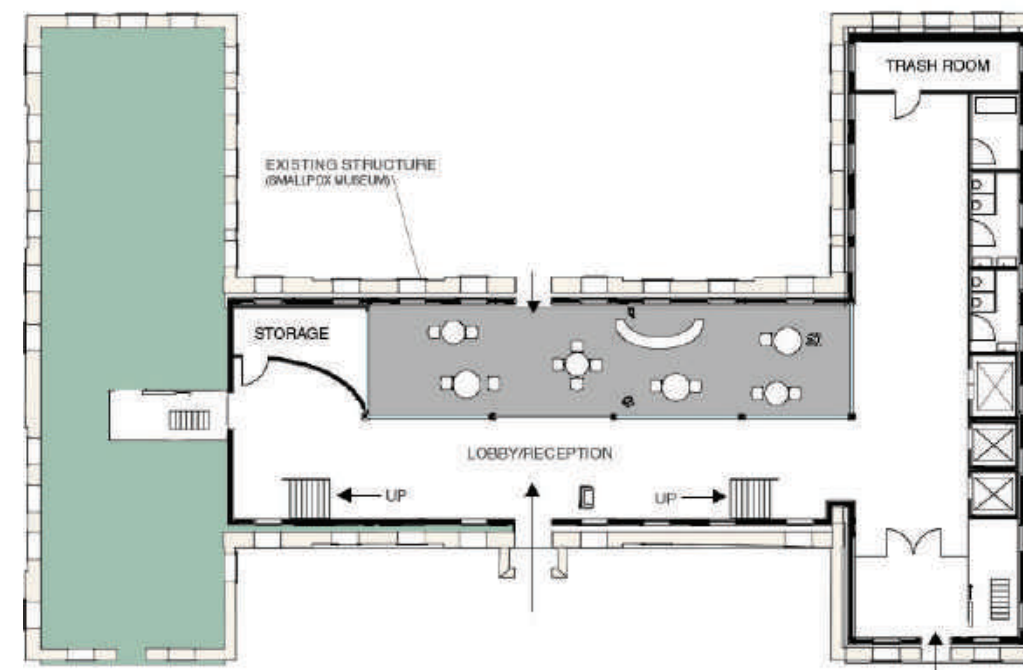
BASIC GEOMETRY



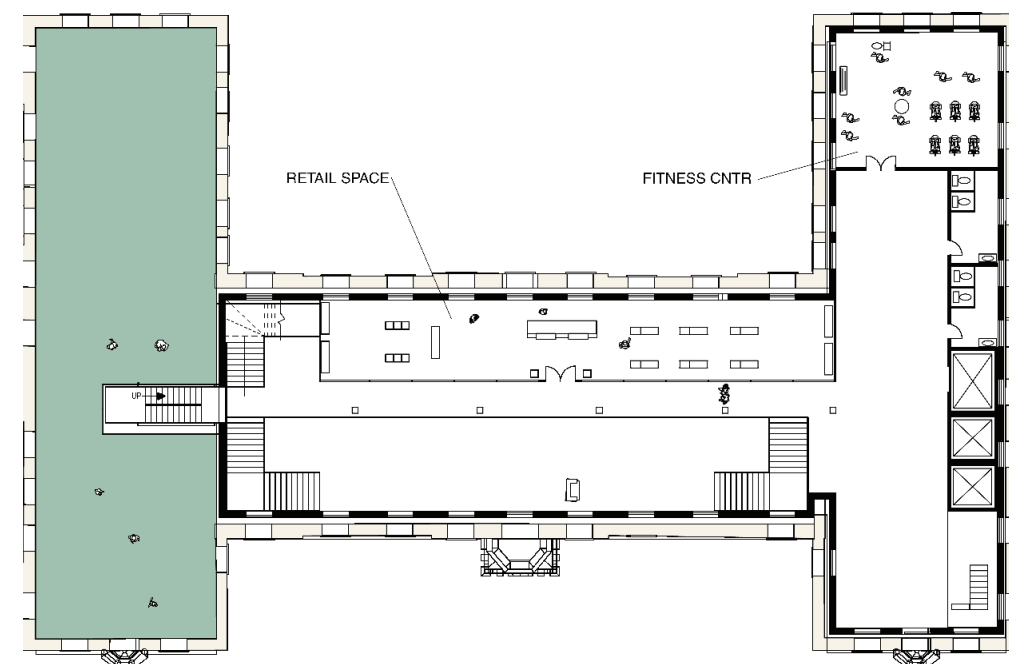
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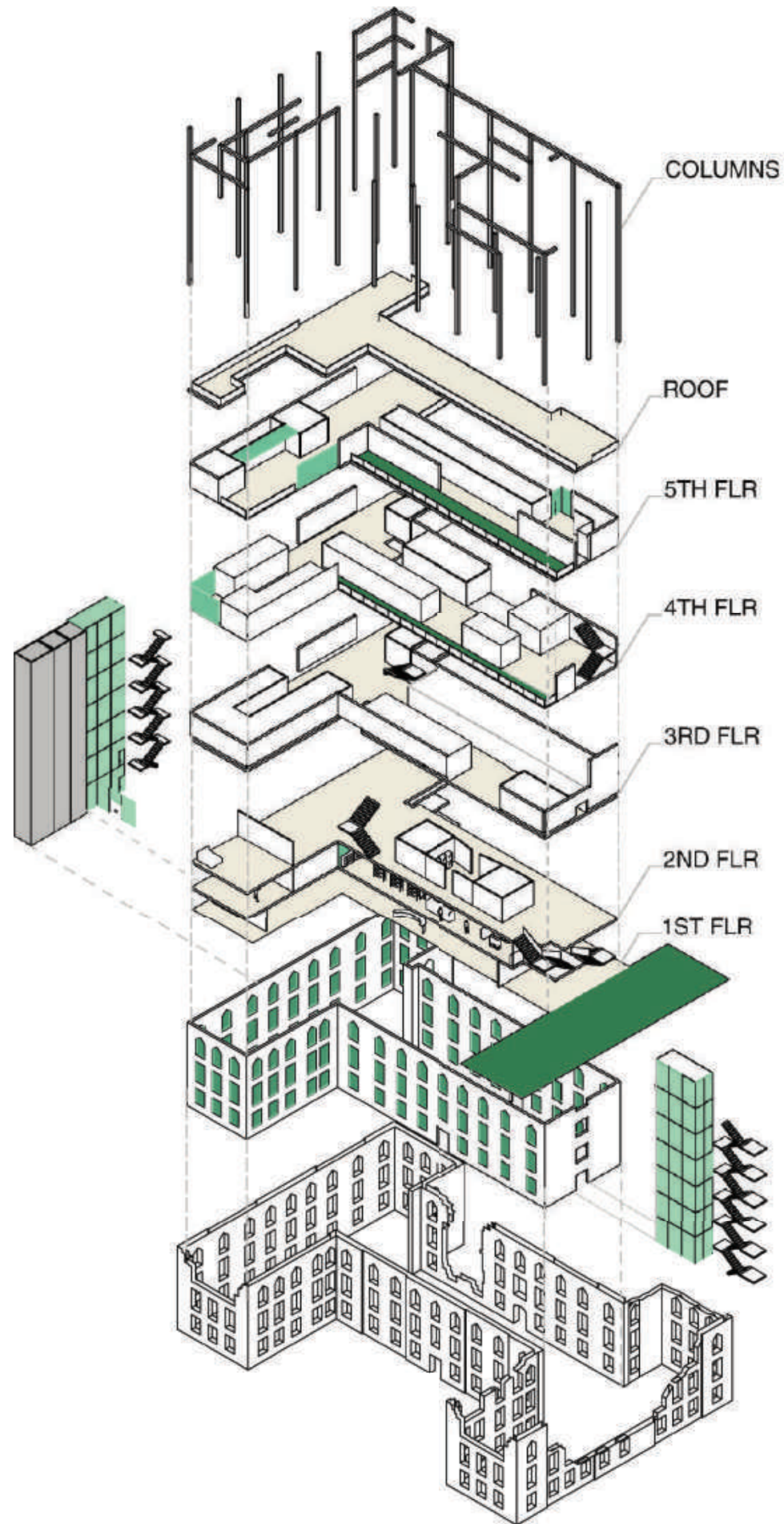
RESOLUTION



FIRST FLOOR



MEZZANINE



EIGHT AND SINGLE BED LAYOUT



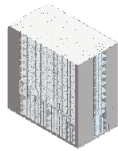
RENDERINGS



RENDERINGS

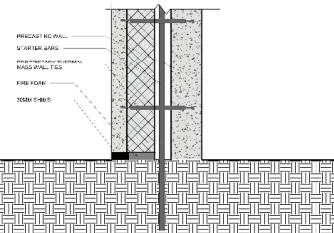
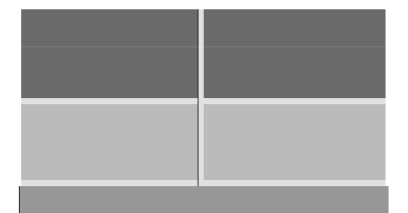
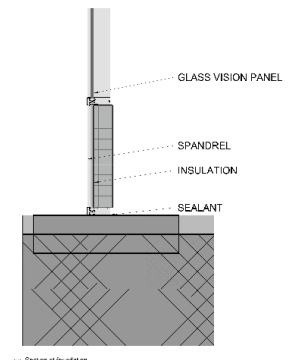
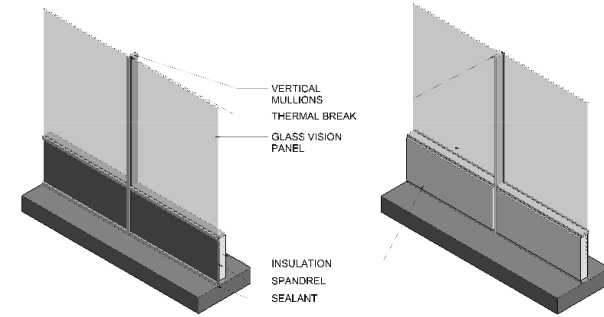
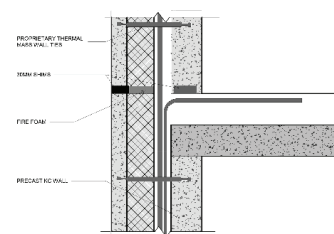
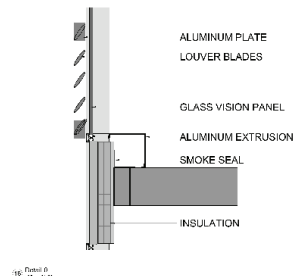
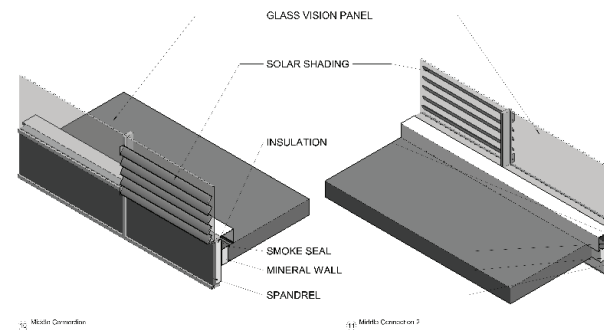
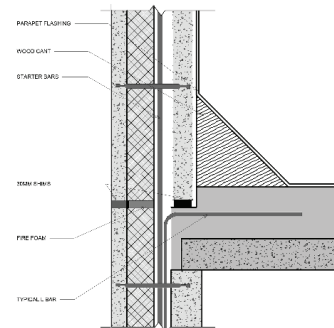
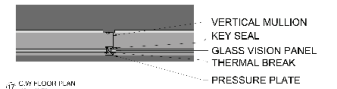
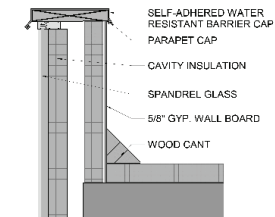
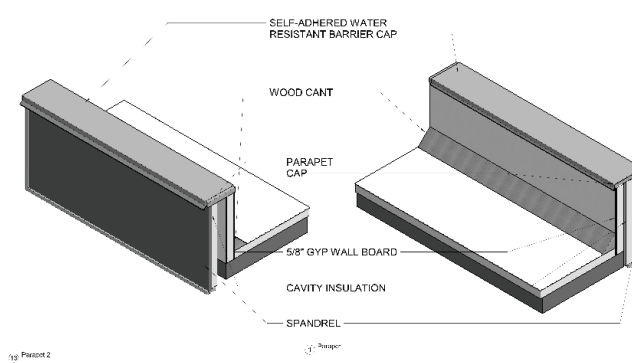
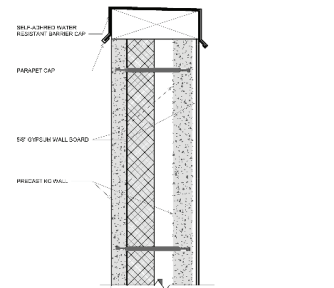
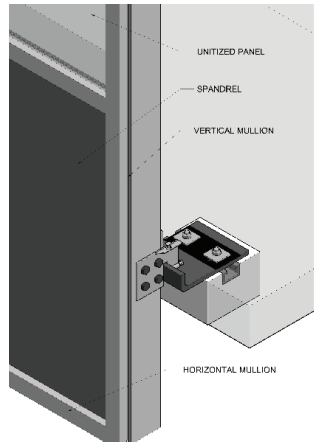
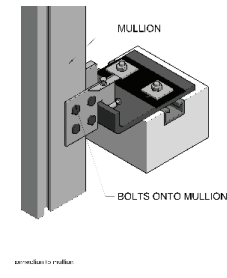
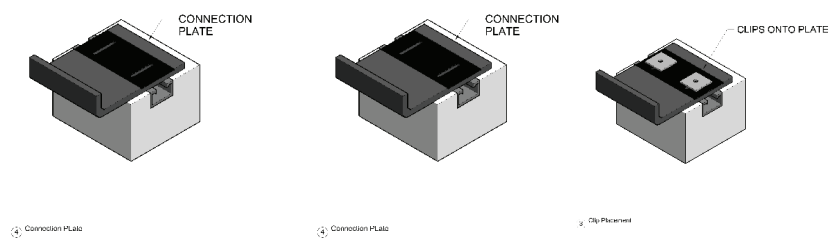
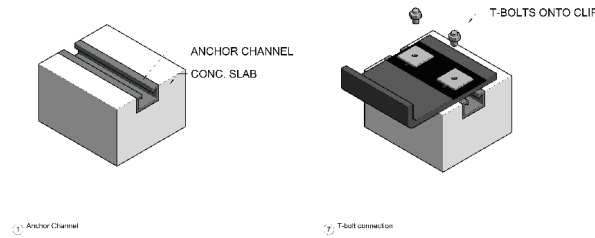
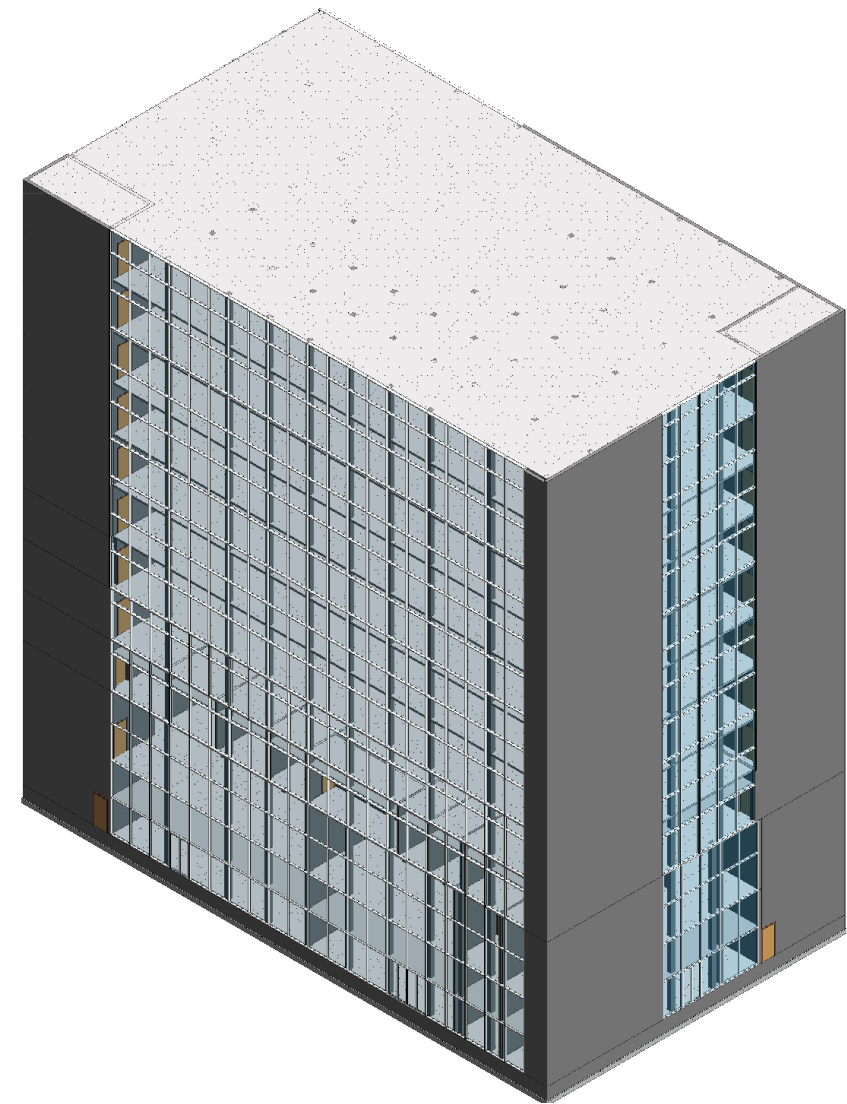


RENDERINGS



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BUILDING TECHNOLOGY IV



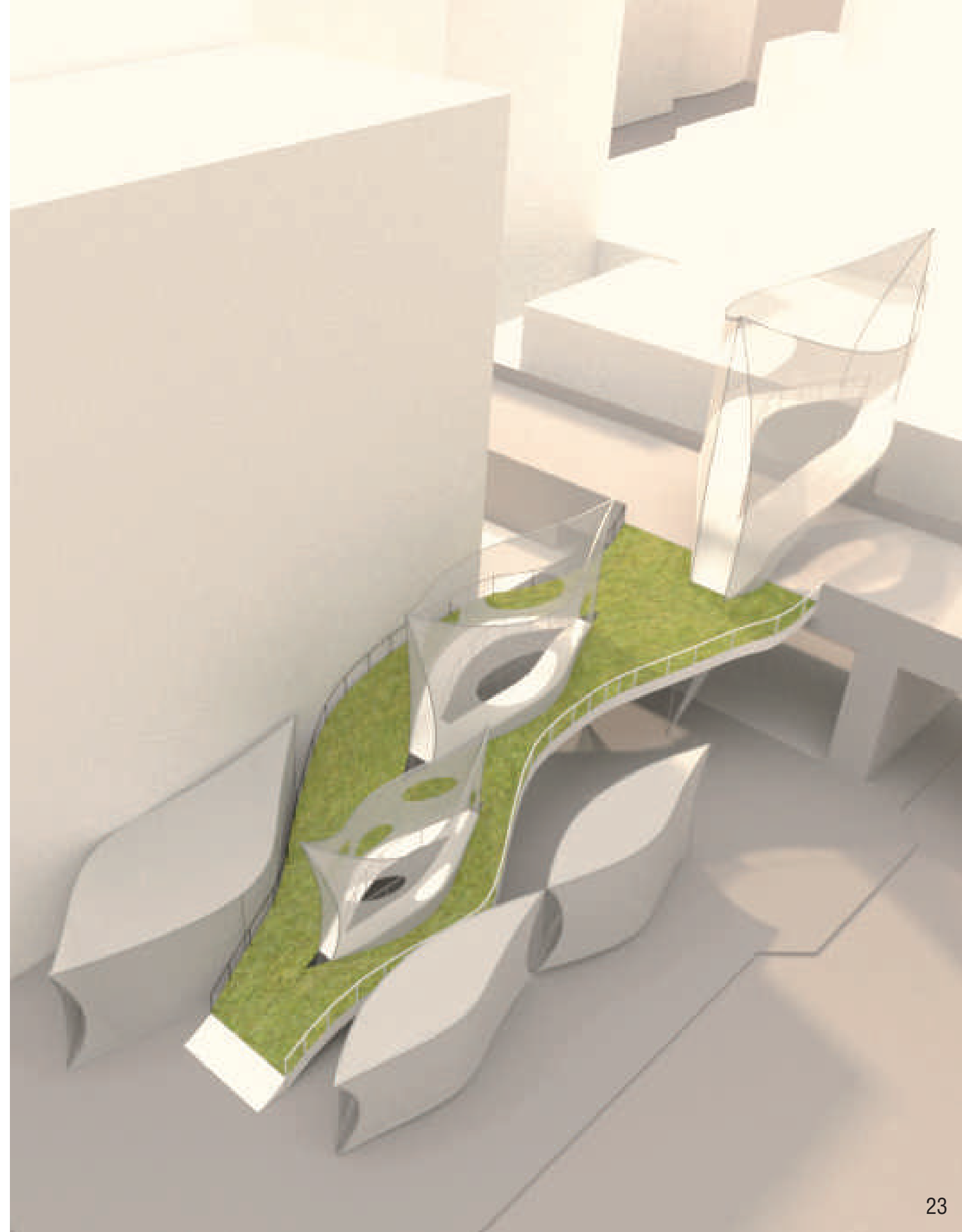


pgs 22-25



ENVELOPED EXPERIENCE

In this project I focused on creating a unique experience those inhabiting the highline could take to either leave the highline or enter it. I wanted this experience to be environmental and contrast the relatively linear path the highline takes you on. I made my walkway to contain greenery to create this environmental condition, while making my structure very lightweight and see-thru in order to create interesting shadow conditions from outside in and inside out. The structures also come to reflect the experience the walkway has taking you from a small condition to a very grand large space. I wanted my design to be able to create different experiences depending on the season, this is where greenery came into play that would be planted around the main path structures and would create even more shadows through the chosen material.

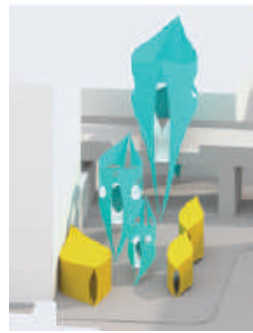




BASIC GEOMETRY



CONCEPT FORM



PROGRAM



RESOLUTION

