

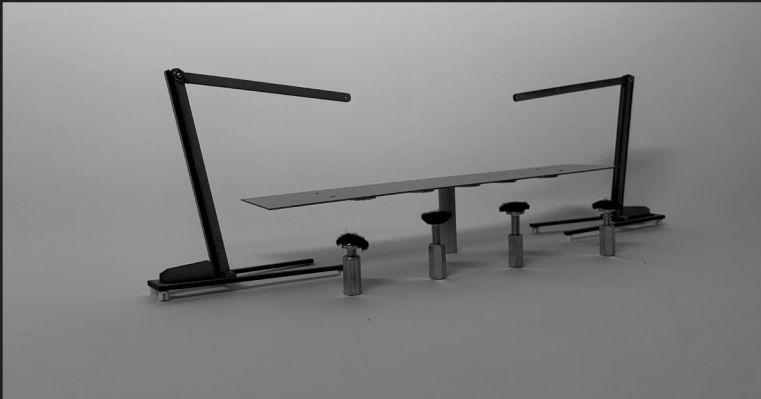
Jacob Poore

Architecture I
Wesleyan University
Fall 2025

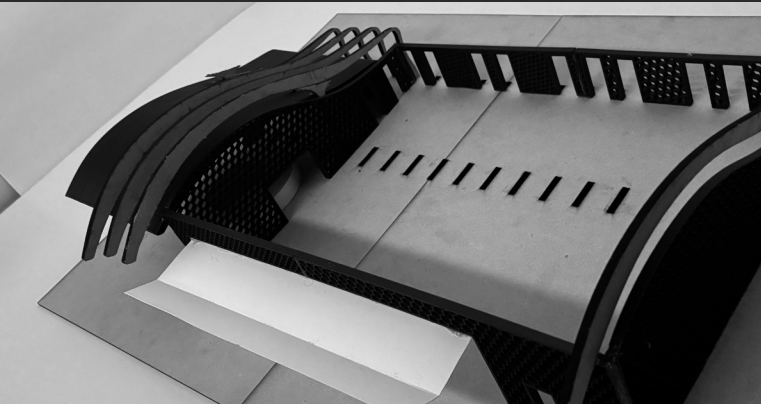
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Project 1

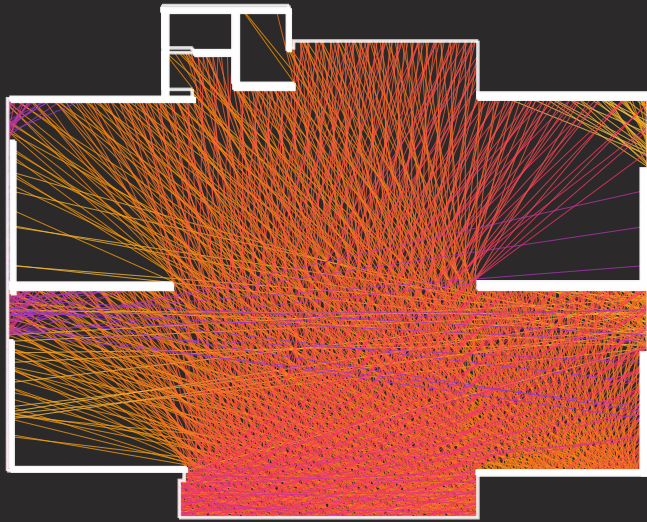
Charlotte Perriand

For our first project, we studied tectonic versus stereotomic language. I focused on Charlotte Perriand's 1934 beachside home, originally designed for mass construction. I abstracted it into modular geometry, walls of four 4'x3' plywood sheets, mirrored with rotational symmetry and sliced into sections. This revealed the home's repeatable, rational structure and material logic, emphasizing how complex forms can be broken into measurable, buildable components. My diagrams focus on subdividing the space, and how people and light move through the space.

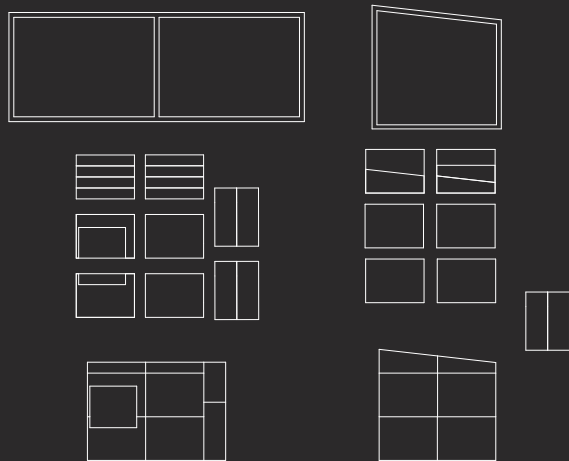
PICTURE



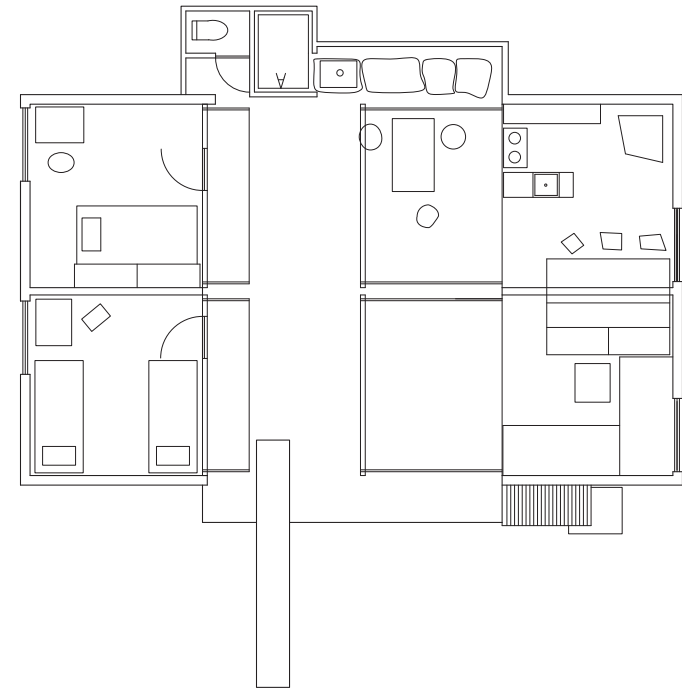
MODEL



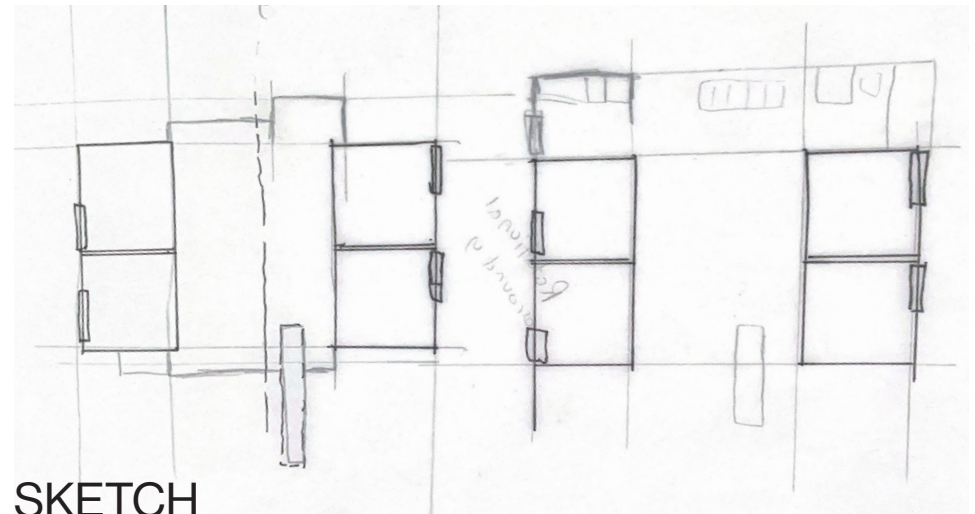
DIAGRAM



DIAGRAM



PLAN



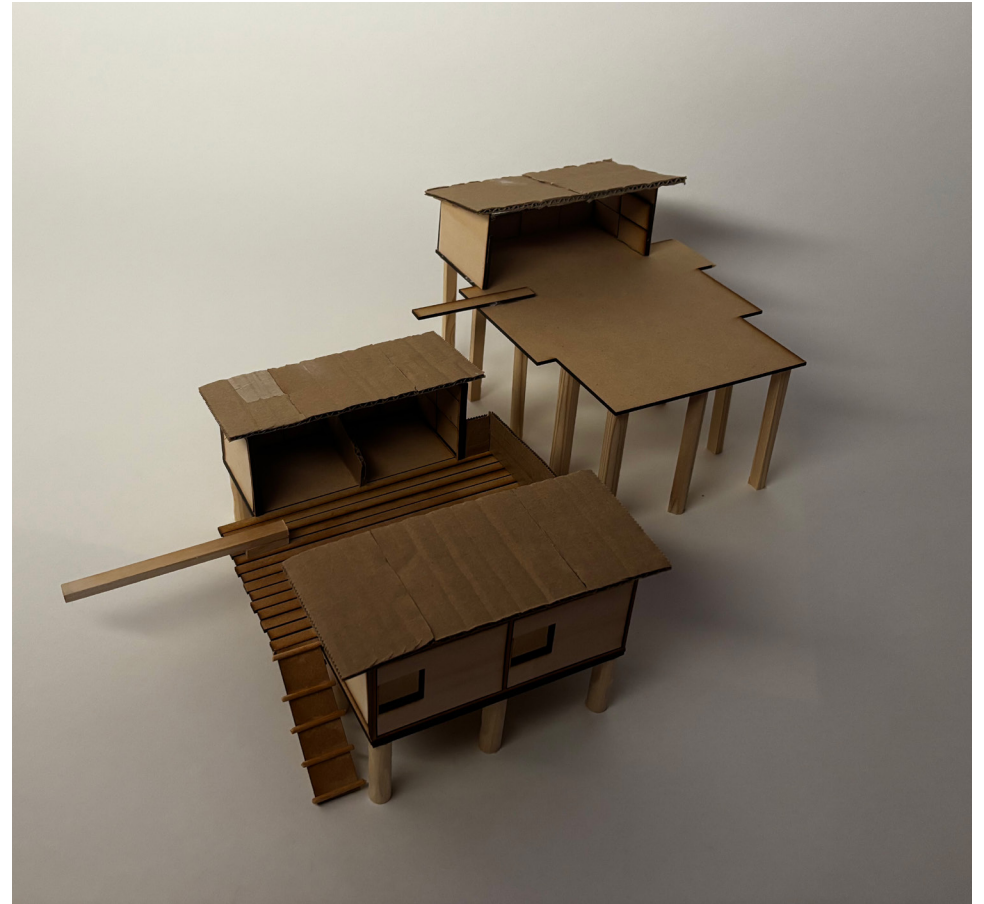
SKETCH

MODEL



MODEL

MODEL



Project 2

A Table for 12 Strangers

I designed a table inspired by an automotive engine hoist, with two crane like supports holding a thin metal plane. Hinges and caster wheels allow movement in, and height-adjustable stools fasten to the table so it can roll as a single unit. The table is the center of a Cars and Coffee themed space, encouraging interaction and flexibility. I focused on clear geometry, exposed structure, and playful mechanics while also drawing on material honesty.

IMAGE



MODEL

MODEL



MODEL



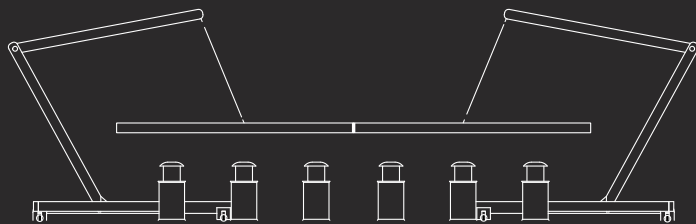
PLAN



MODEL



MODEL



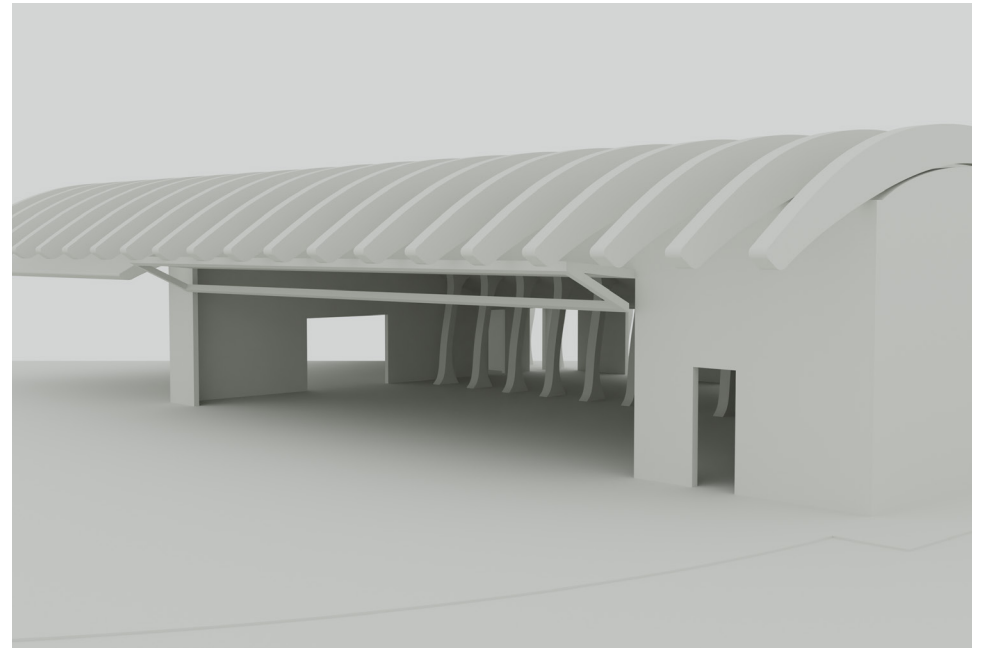
SECTION

Project 3

Cars & Coffee

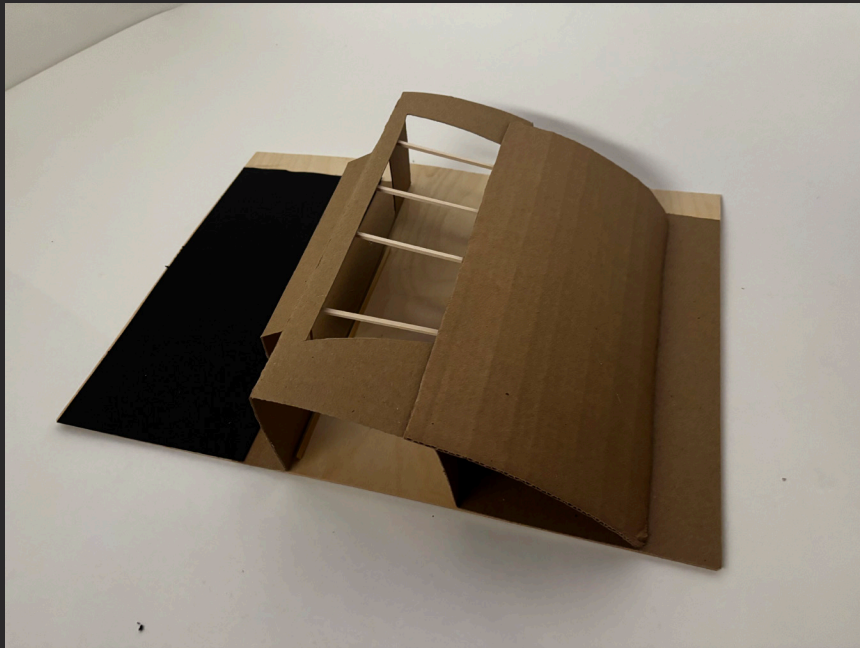
Reimagining the coffee shop as a meeting point between people and machines, I designed a steel cantilevered apparatus that suspends the tables, counters, and ceiling, making the structure part of the experience. Vintage cars serve as cultural artifacts that give the space its identity and organize social interaction. The non-structural walls subdivide the space and frame movement. Formed as a honeycomb, they filter light and transform the parked cars into displays. Building on the social and structural conditions of the 12 strangers, the project translates the table and plan into a kinetic environment defined by clear geometry, exposed structure, and playful mechanics.

MODEL



RENDER

CONCEPTUAL MODEL

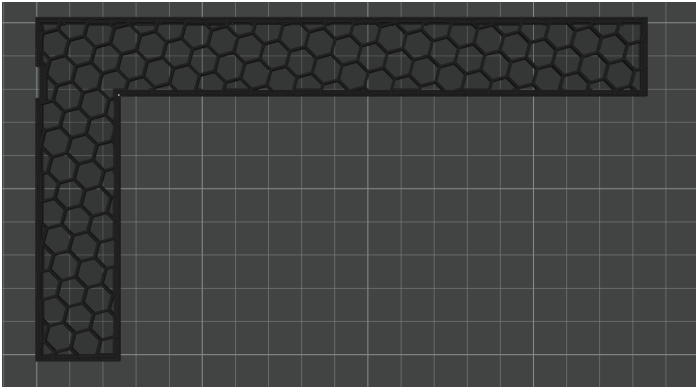


CONCEPTUAL MODEL

CONCEPTUAL COLLAGE



DIAGRAM



MODEL



MODEL



MODEL

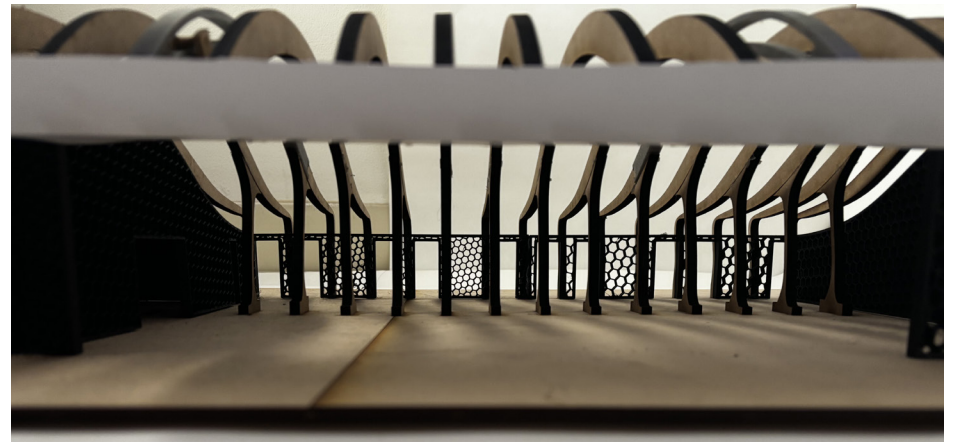


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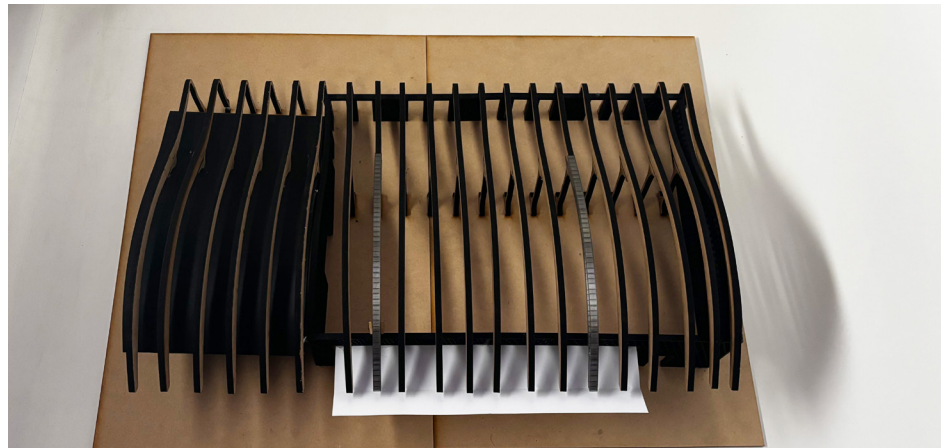
MODEL



MODEL



MODEL



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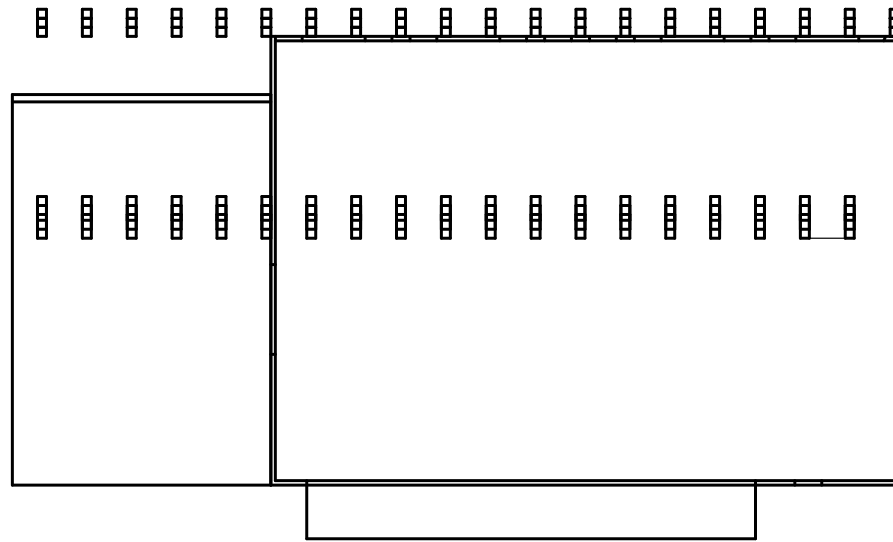
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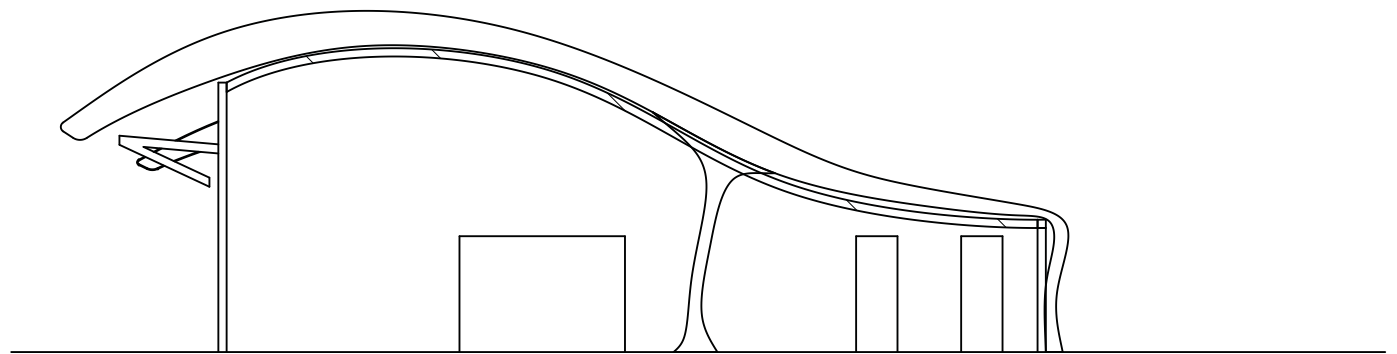
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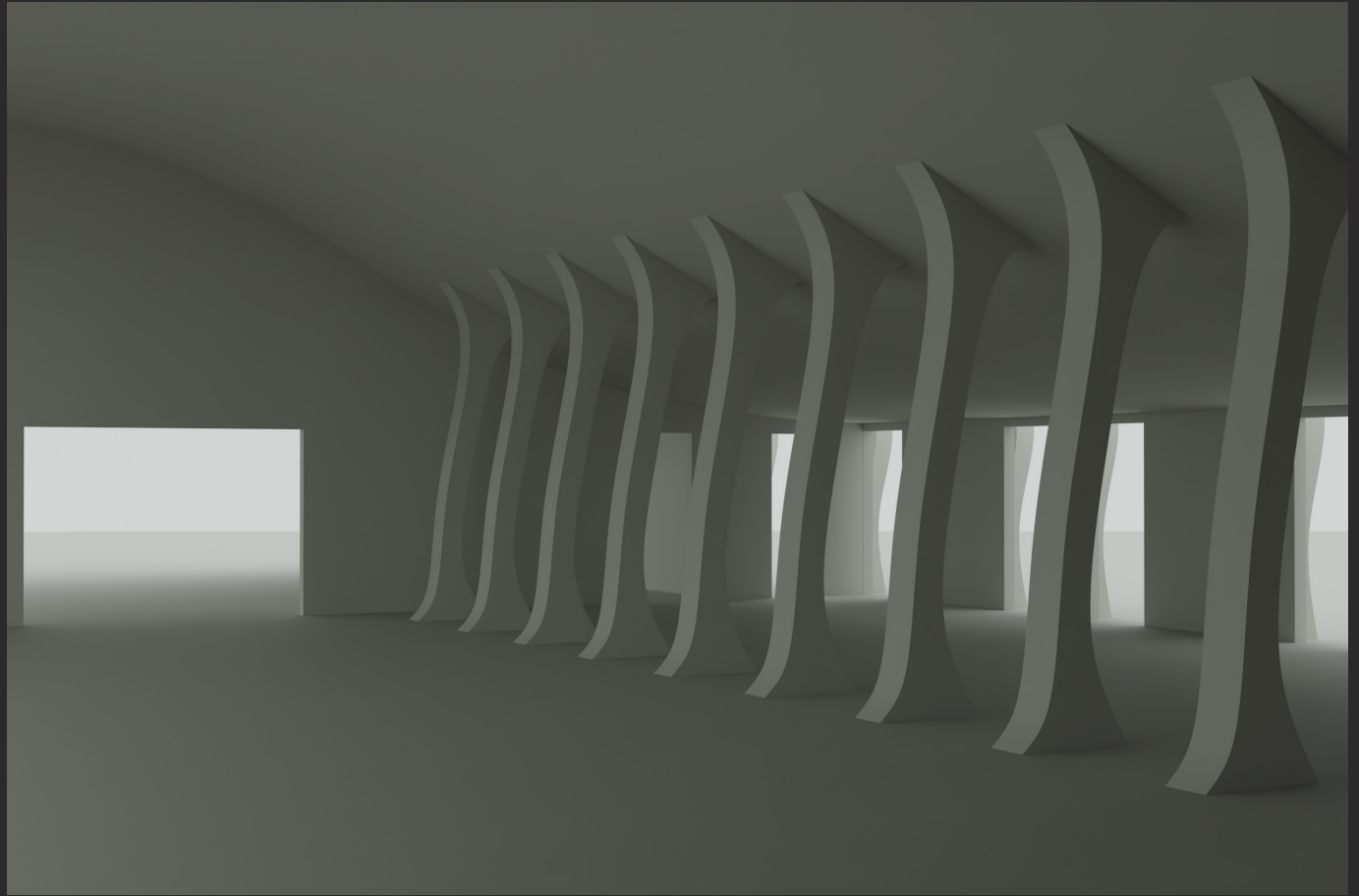
MODEL



SECTION



PLAN



RENDER

