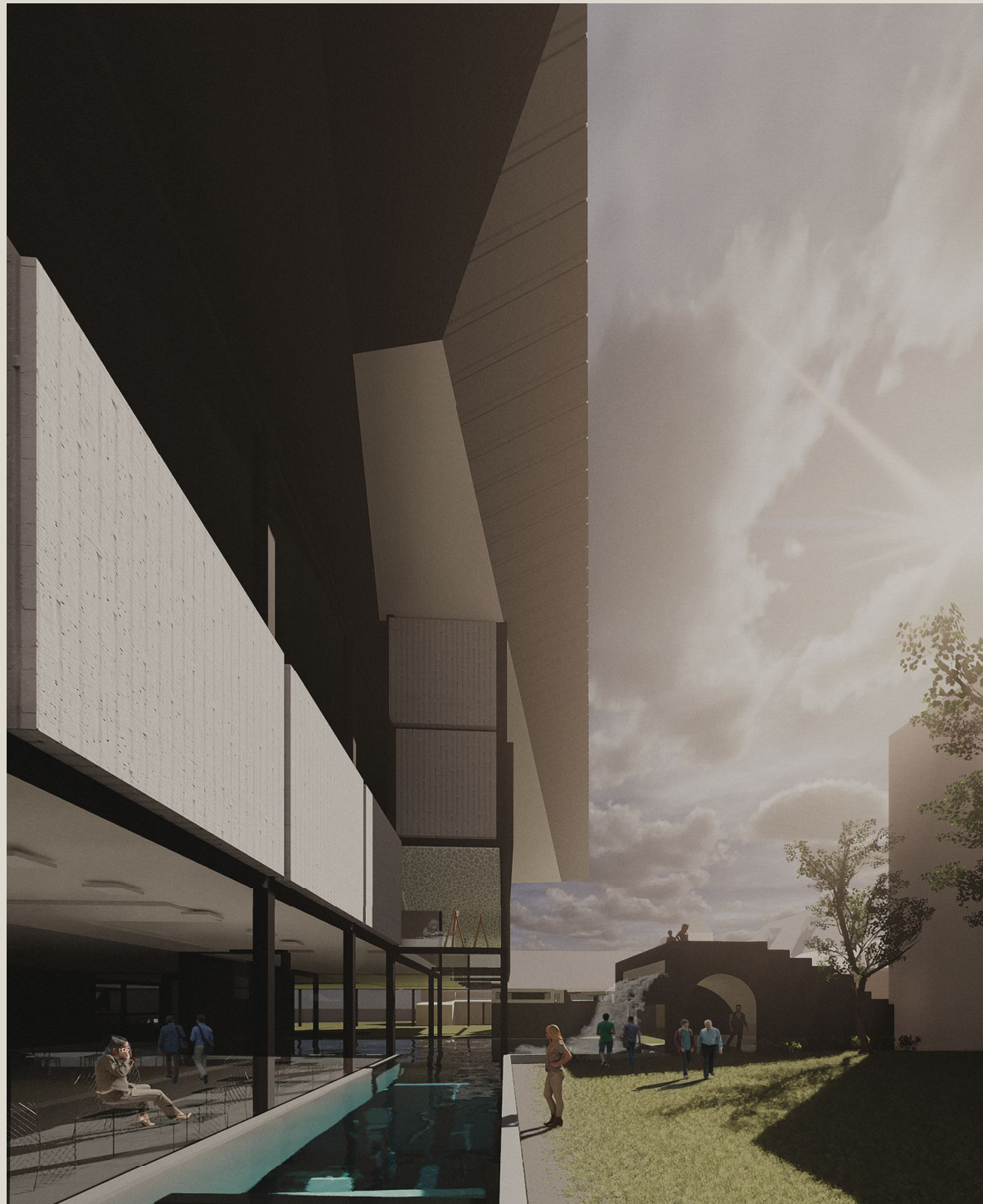




Charlotte Pelletier

Architectural Portfolio



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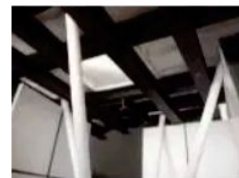
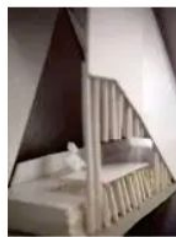
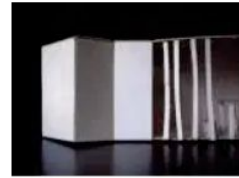
About

Having grown up in France, Charente-Maritime until 2010, and now based in Adelaide, I speak fluent English and French.

I am finalising my last year of Masters of Architectural Studies at the University of South Australia.

My vision is to merge artistic design and sustainable architecture into practice through hospitality and retail architecture.

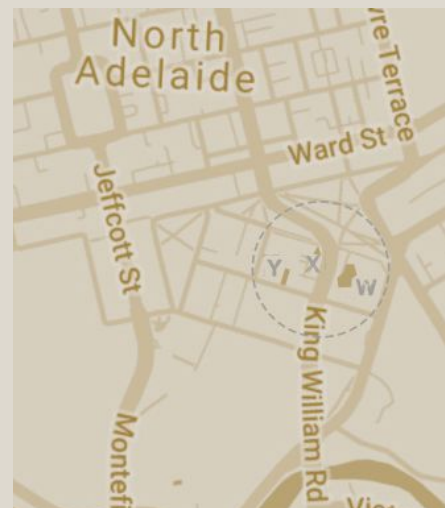
This portfolio carries my best work over my Masters Degree, a mixture of conceptual and construction projects.



Studio Project

01 — A Sense of Home

Universal Design for the Blind



2019 / Residence.
Y Not A House

Lower North Adelaide

A Sense of Home, is a House as a research entity for my Bini Oculus Institute, a Binocular Vision Research Centre where data and new information forms its architecture.

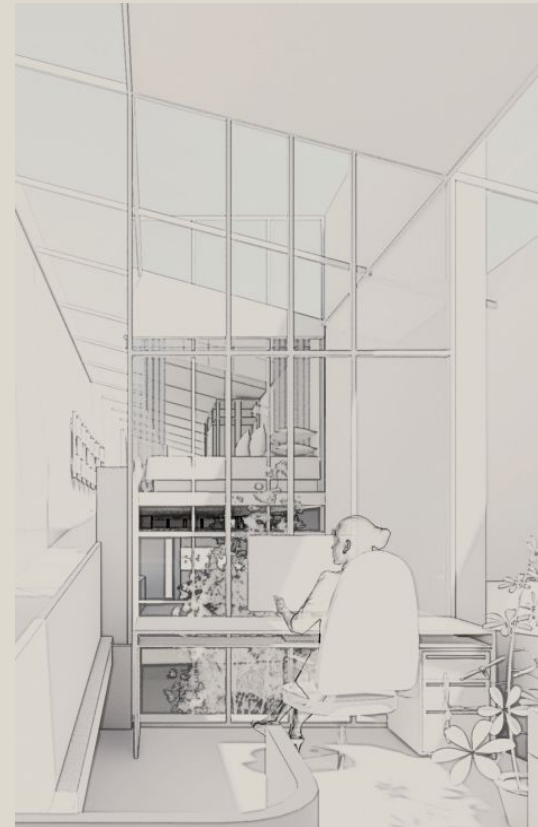
It currently houses a female PHD student, specialising in Disability Studies, she is also a strong activist for the young blind on social media.

The architecture is built around the senses other than sight.

Sitting in between two existing homes, it has a discrete presence. Its long and narrow footprint creates a linear floor plan and avoids maze like planning. This makes it easier for the user to navigate and memorise the space.

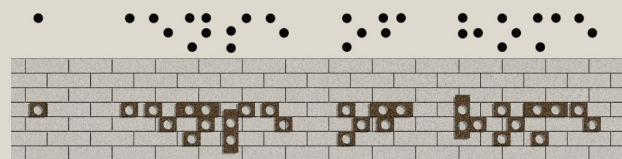
All rooms are open to the inner courtyard, in order for my client to enjoy the senses of the outdoor in a safe and private way.

I researched architect Charles Moore and Richard Olivier's house for a blind client who's brief was to "design a house whose impact would be more than merely visual, that would embrace a broader range of sensual experience." Through his detailed description of the house, I incorporated some key elements such as a water feature for sound quality and the attraction of birds. The journey during the climb of a long ramp and the importance of a hand rail and its role of leading a path. This ramp wraps around the entire home, it is a large feature similar to Le Corbusier's Villa Savoye, to break up the length of the ramp, I designed for a split level office space looking down at the courtyard and up to her bedroom.



Light is an important aspect of the building. The occupier like most blind people does not see darkness but is sensitive to the glow of light, its intensity and warmth. The windows, skylights and courtyard aren't to capture a view, but to capture natural light. Giving a sense of time, and a connection to the outside world, like the weather for example.

There are changes in texture on the floor, this informs the occupier she has entered a different space, it also affects the sound of her foot steps and the feel under her feet.



The sentence "A Sense of Home" is used on the entrance facade of the house.

Where the void in the brick represents each dot in a braille sentence. I chose a warm toned brown reclaimed brick in order for the new build to blend with its surrounding. Molten glass brick is inlayed within the braille brick creating a smooth surface at body level for the occupier to feel and lead her to the front door. This feature allows light and some movement to peer through, again creating a discrete and private sense of connection to her surrounding context.

Studio Project

02 — Y Not A House

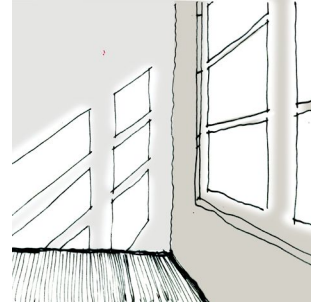
Structural Anatomy



Touch

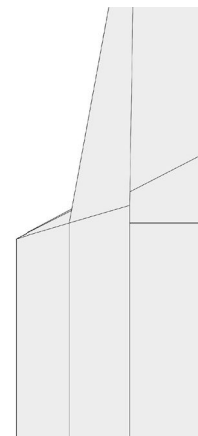
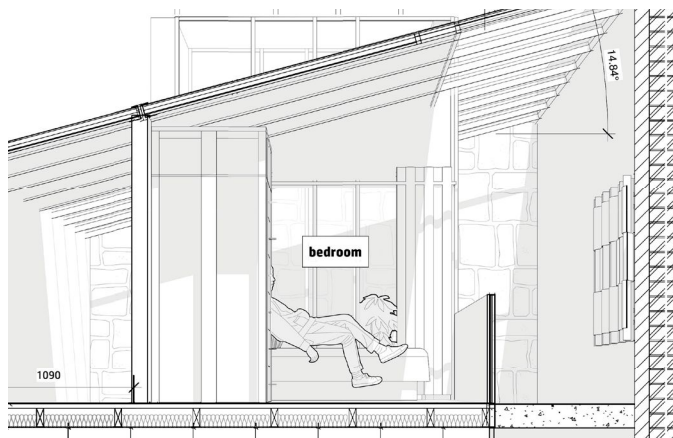


Smell



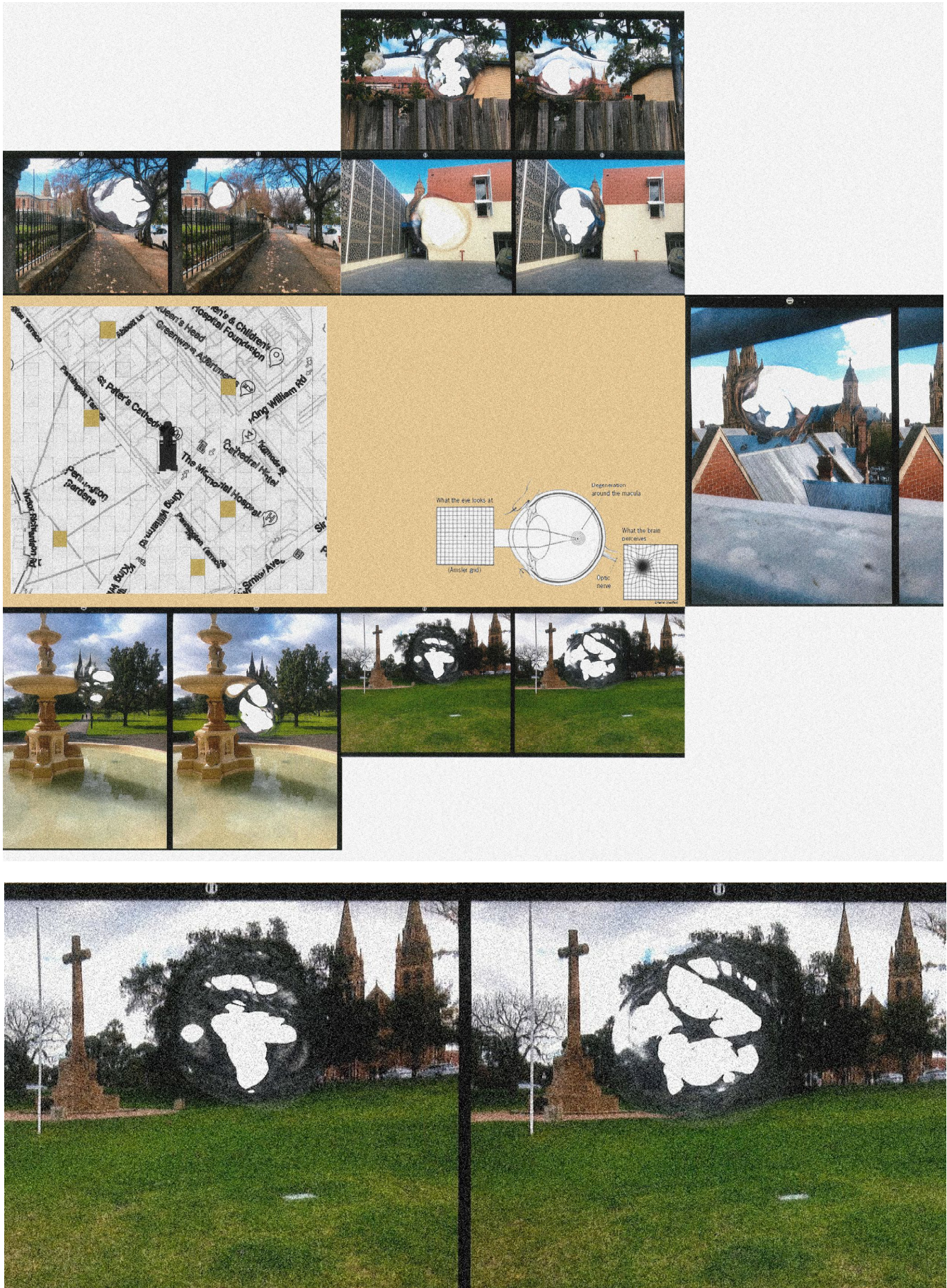
Sound + Warmth

Documenting my design of my house using Atelier Bow Wow's style, the Structural Anatomy allows for construction details and atmospheric qualities to work together, providing an overall sense of what this piece of architecture provides and how.



03 X Marks the Spot

Stereoscopic Mapping





Looking through the owl viewer, the stereoscopic images turn three dimensional, enabling you to see through the eyes of someone suffering from macular degeneration trying to admire North Adelaide's landmark, St Peters Cathedral.

Studio Project

04 —

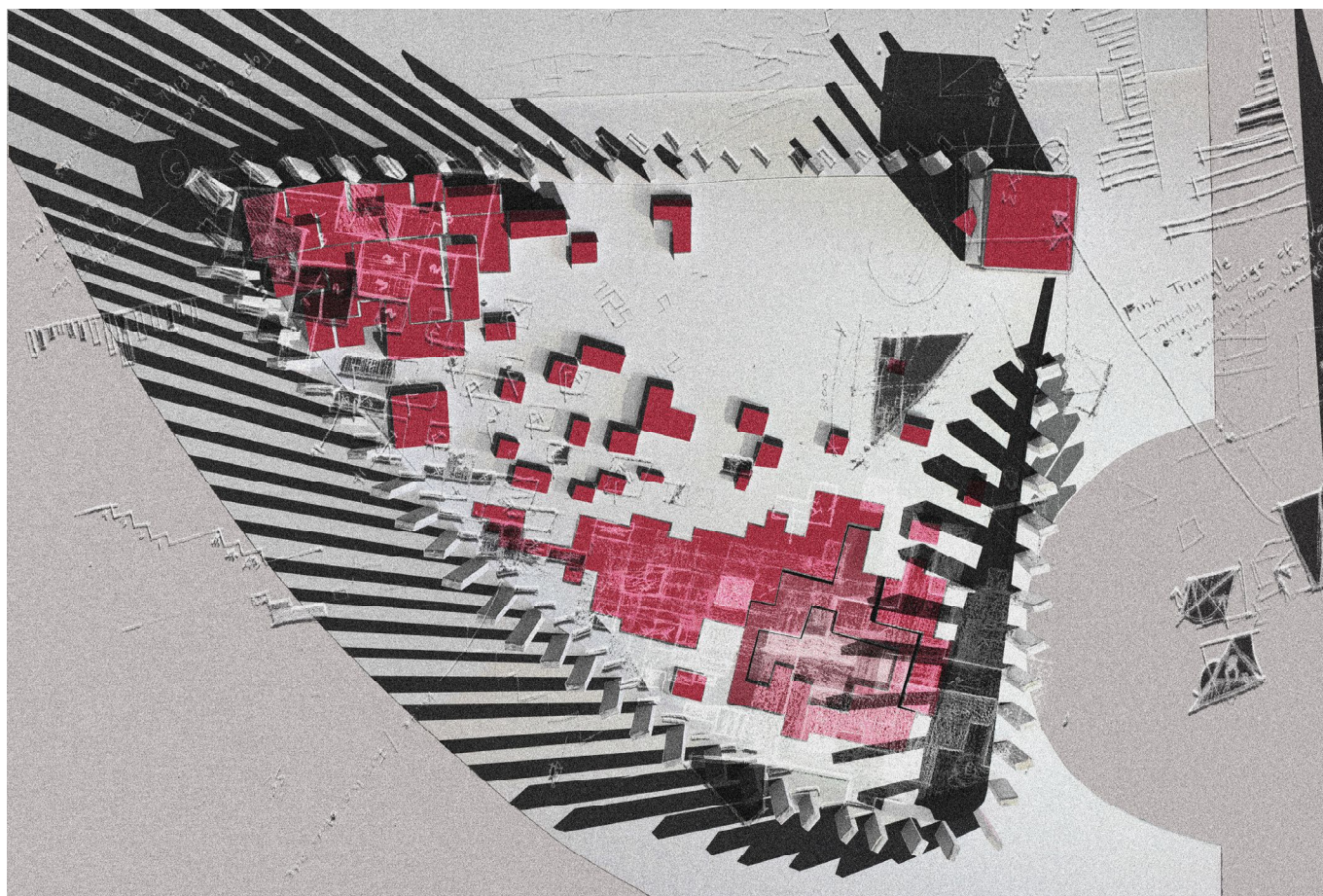
Oculus Mash Up

Working as a duo, this project produced an oculus_monument to commemorate the past, present and future ideas embedded in my studio investigations, and to establish a locus for viewing North Adelaide.

Using architectonic elements and approaches from my Bini Oculus Research Institute, I designed a single physical insertion for North Adelaide, a fixed 'acupuncture' in the manner of obelisks, monuments and civic columns and sets up a significant presence and urban magnet.

The design was a thoughtful and refined 'mash-up' of the architectural substance of our combined schemes, mine being about Binocular Vision, Illusions and Perception, my partners project focused on an Open and Liberating LGBTQI Centre.

This architecturally driven exercise forced us to examine, essentialise and edit our languages and principles into a new condensed form – an oculus through which to view our urban and architectural ideas.



I LL MEET YOU AT NINE



OKAY, SEE YOU IN PROBABLY TWENTY FIVE MINUTES

Studio Project

05 —

Bini Oculus Institute

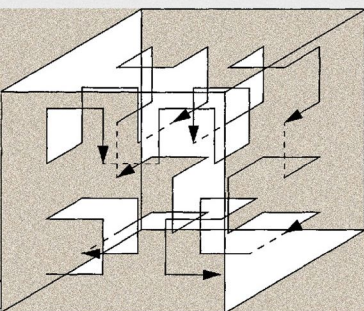
Binocular Vision Research Centre

Bini Oculus, is a cross dimensional research centre investigating the human's binocular vision in order to improve health and wellbeing, and leading further development in "seeing" what is beyond our planet.

With collaborative thinking about dimensionality, bio medical engineers, gaming designers, optometrists, photographers or psychologists work together in understanding how we view the world in dimensions and how this investigated vision can aid certain visual impediments and further space research.

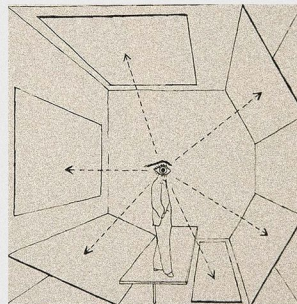
Currently the centre offers space for an overseas company Vivid Vision, working to improve visual impediments by designing and treating patients with an at home, or in clinic interactive binocular vision virtual reality headset.

It also houses local space agency members from the SASIC South Australian Space Industry Centre. Designing and programming roaming robots used on our planet and out of space, 3D scanning its surrounding, gathering data and creating three-dimensional maps.



The Hilbert Curve is a curve with an infinite form bounded by a square. The curve is used in the programming of three-dimensional mapping robots, just as the ones found in the centre. Its infinite space filling aspect works like pixels, recording imagery and forming space.

This form can be built in three dimensions, exploring all aspects of space.



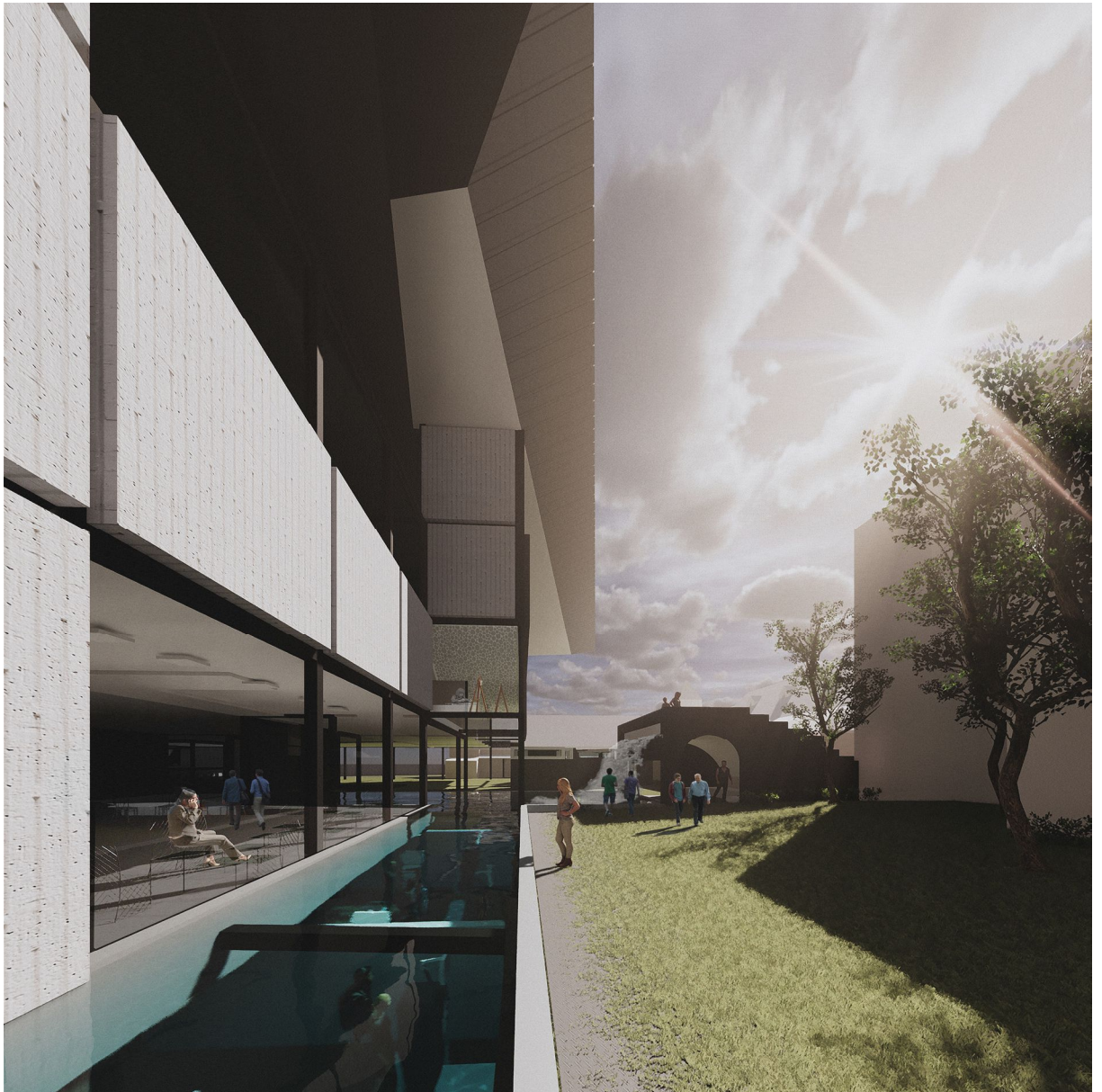
The eye's perception of three dimensional space.

A figure surrounded by geometric planes and their awareness of a 360 degree field of vision. Diagram extended field of vision. Herbert Bayer, Bauhaus artist, 1935.

The image inspired the use of arches, contrasting faces and optical illusion stairs.

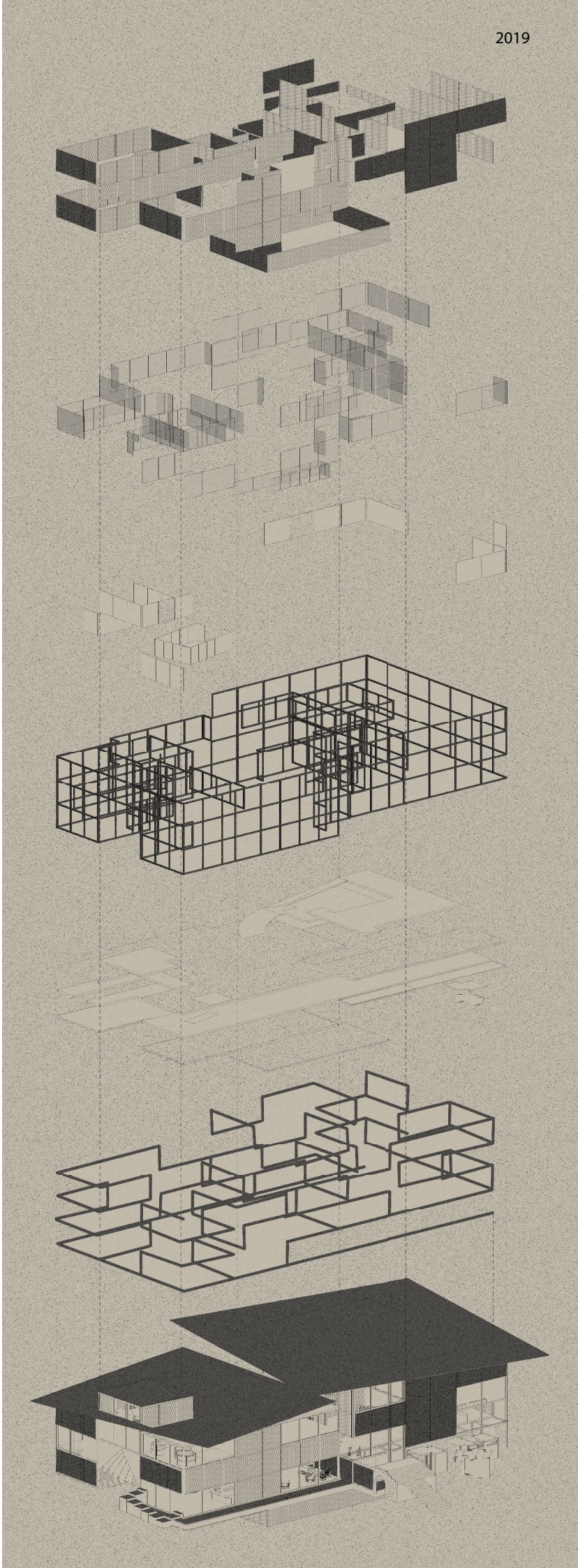


■CYCLE■
by MC. Escher,
Dutch graphic
artist
who made
mathematically-
inspired woodcuts,
lithographs, and
mezzotints.



The buildings core follows the form of a space filling curve called the Hilbert Curve. This curve is an infinite form bounded by a square. The curve is used in the programming of three-dimensional mapping robots, just as the ones found in the centre. Its infinite space filling aspect works like pixels, recording imagery and forming space.

The panelling on the exterior is inspired by artist MC Escher's optical cubes, made up of black, white and grey faces. Playing with mirror, effects of infinity is scattered throughout the building.



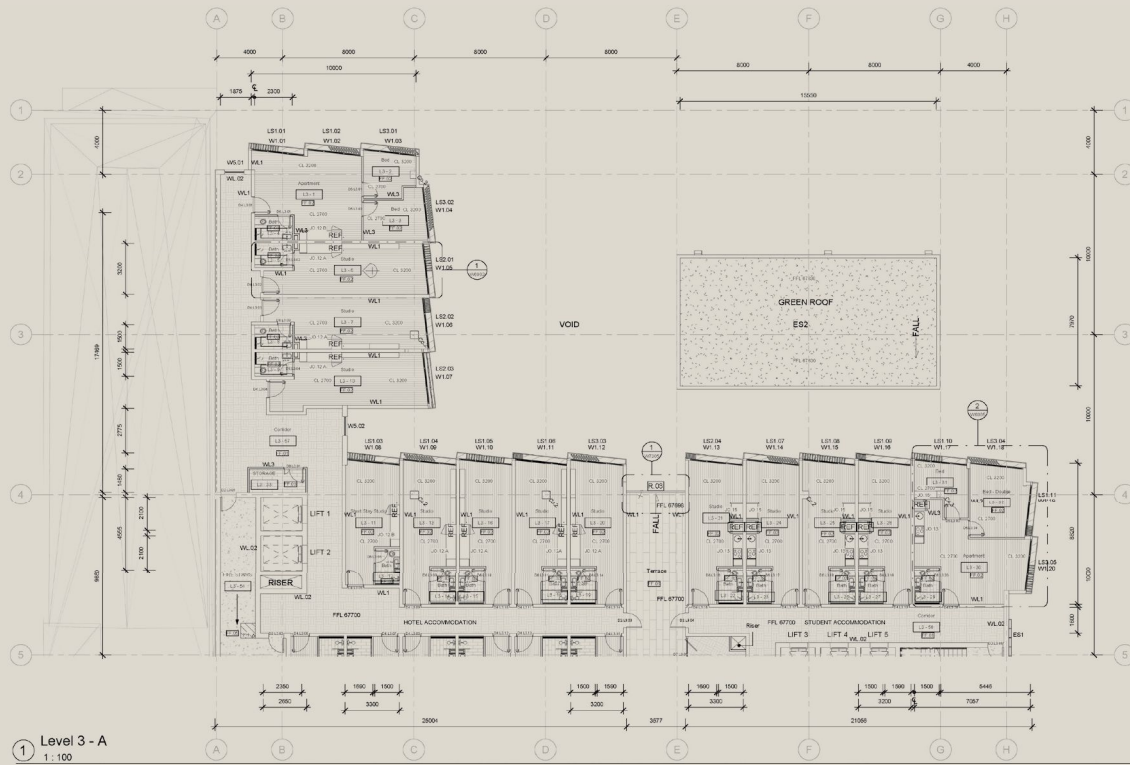




Studio Project

06 Construction Studio

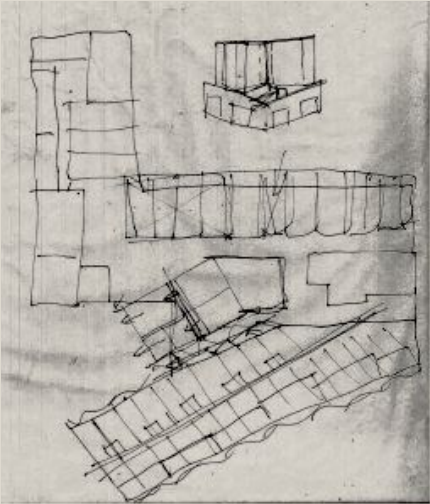
Student Tower, Halifax Street



1 Level 3 - A
1:100



Level 4 - B
1:100

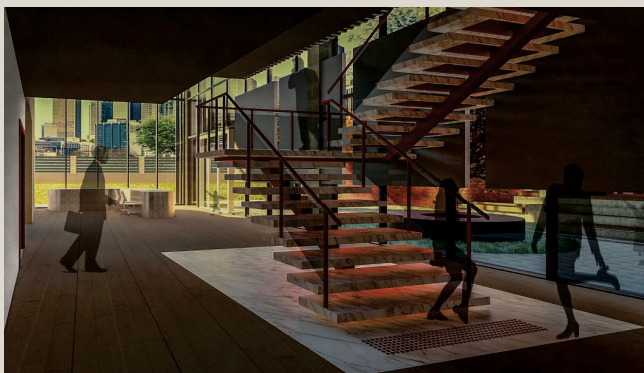
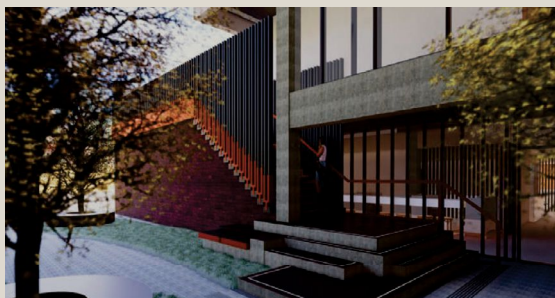
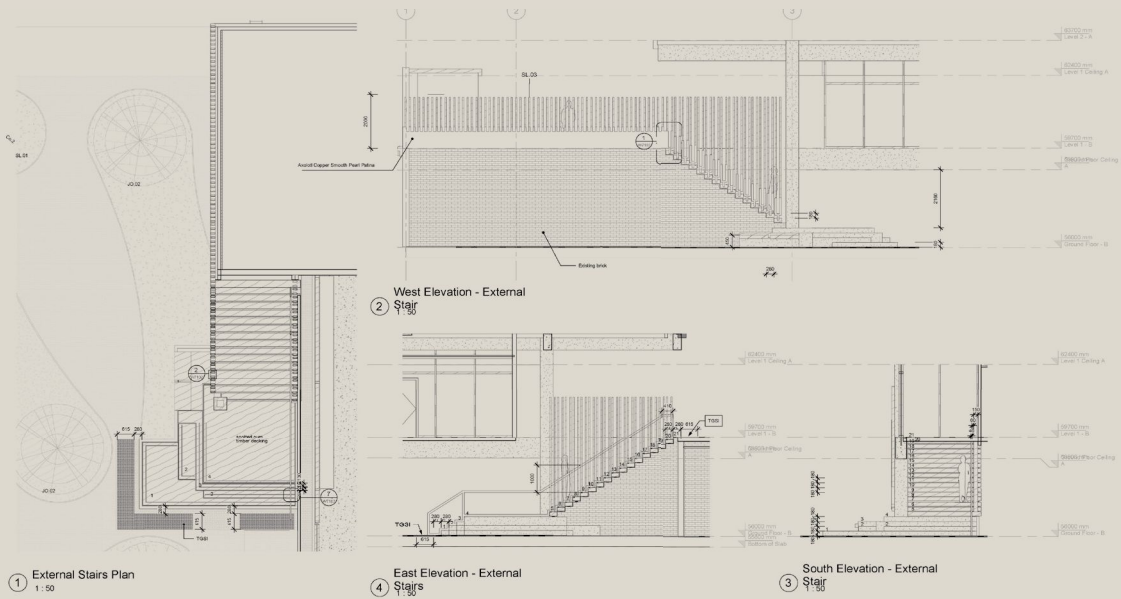


The Nth Degree is an exploration into how we can maximise ventilation and access to natural light in small living situations.

LLD believes that the future of city living and accommodation is a more user controlled experience, especially given the context of student accommodation and a business hotel. These are two places where people have left their everyday home to come and improve their life to some extent, and to work toward their future.

Many students often complain of not being able to breathe properly in both the physical sense and in an emotional sense, and LLD has aimed to create a living and studying situation in which they can breathe again.

Architectural Design Studio 8
Documentation was organized to allow us to develop a series of skills relevant to the design and part documentation of a large scale urban building, conducted in a team/office environment.

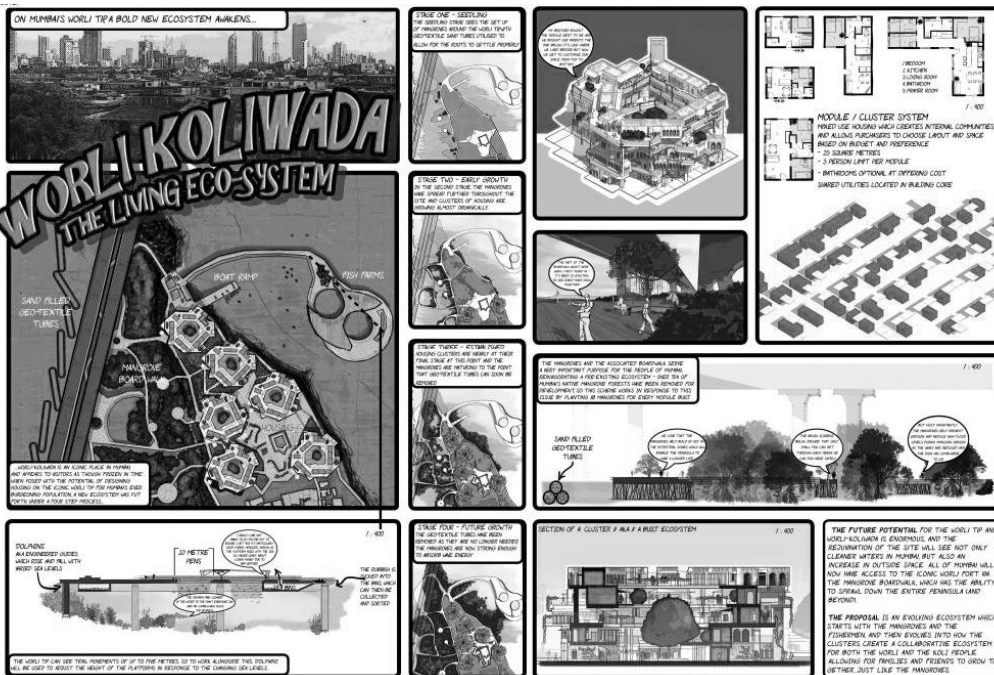


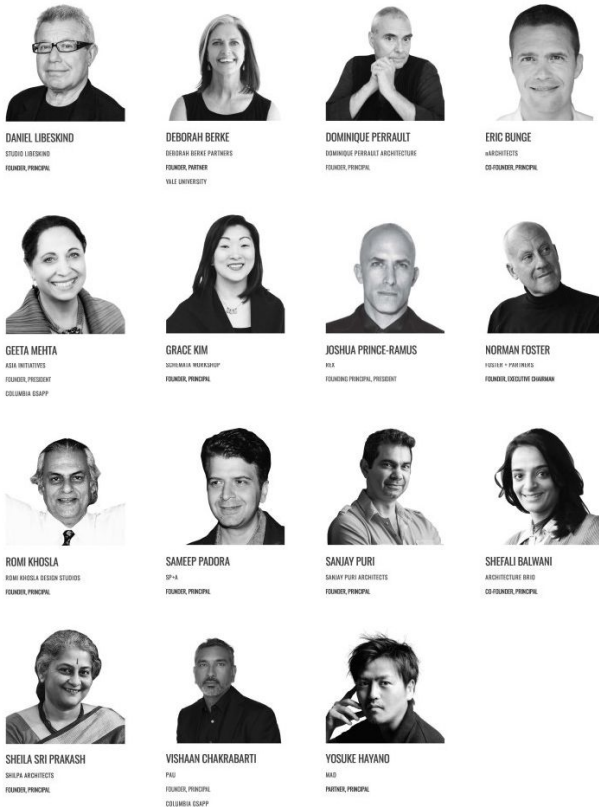
Studio Project

07 — Reside Mumbai Mixed-Use Urban + Civic Design

International Competition

This Studio project taken in 2018 focused on Environment. This term was used here in a wider sense in order to provide us with a more expansive perspective of the built environment beyond the design of a building alone. The term derives from Old French 'environ' meaning 'around' and literally describes "everything that is around us". It includes the built environment, but also the natural environment and its local ecologies, as well as the cultural, social, economic and political environment. The focus therefore goes beyond a narrow understanding of 'green' or 'energy-efficient' design, and instead aims to consider the sustainability and context of buildings more holistically.





Firstly it complemented our studies to date and gave us a chance to design within a wider context and to consider buildings in their surroundings. Even if we may not end up working as an urban designer, it is essential as an architect to be able to situate and design buildings within a wider urban and cultural context. In fact, many urban designers are architects or have at least some architectural training. Furthermore, many successful architectural practices have built their reputation on their intelligent and often critical architectural response to a local context.

The second reason is that the site takes us out of our familiar surroundings and purposefully provides an unfamiliar context. For this studio we cannot rely on our assumptions of a familiar environment. This is both an opportunity and challenge. Just like many design tasks, we need to make an effort to understand a new context and problem, in order to propose creative and useful responses. The project is therefore a good practice for taking on unfamiliar tasks and to develop the confidence and tools to be able to tackle these.

A third reason is that the project constitutes cultural, social and also environmental challenges that you will need to respond to with your design. It is a complex problem for which there are unlikely to be easy or perfect answers. The challenge will be to provide suggestions that can nevertheless be interesting and have the potential to address at least some of these issues.

A fun aspect of this project is that it was part of an international competition. It was an exciting and challenging task that enriched my study experience. My group and I were so excited when we received an Honorable Mention for our "Worli Koliwada The Living Eco-System!"

Design Construct

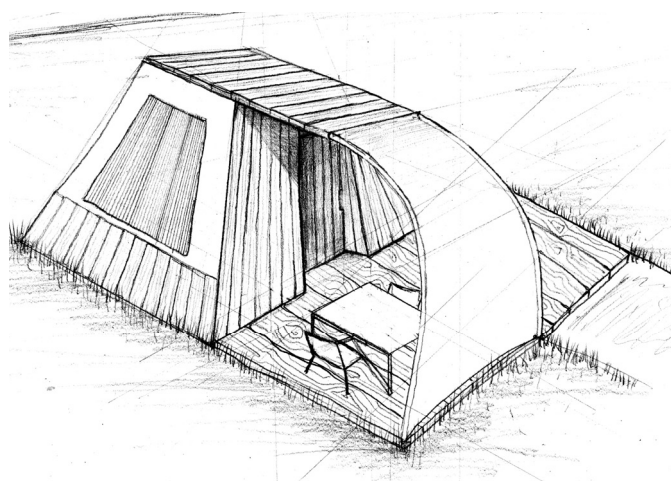
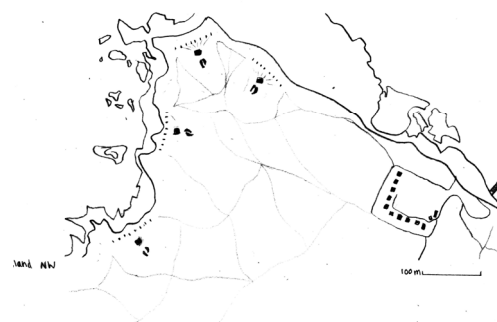
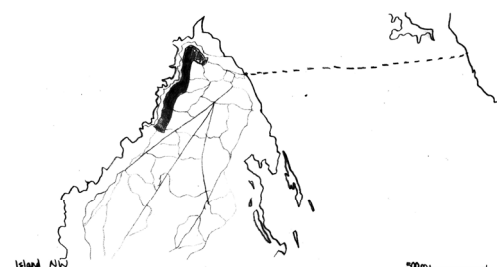
Outback Studio

Andamooka + Wardang Island

08

An elective taken in November 2018 called Construction on Site aimed to provide practical design experience to us architecture students to gain familiarity with the client briefings and site analysis as part of a real-world consultation and design process. These experiences were intended to complement our theoretical understanding of design and construction and provide the foundation for understanding the early stages of a design process which we will be required to do once a professional architect.

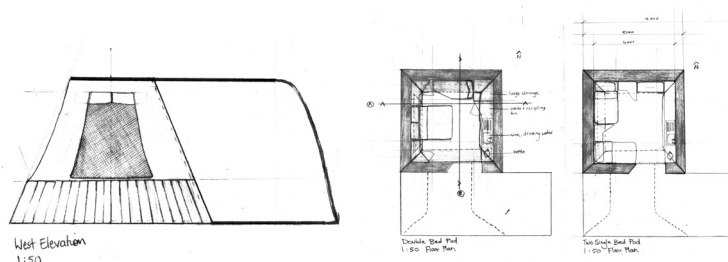
We visited the Andamooka Observatory, At the end of the bitumen, beyond Roxby Towns, lies the quiet opal mining town of Andamooka. Capitalising on the clear skies, Conan Fahey runs night sky tours and is planning to build an astronomy observatory, education centre and viewing platform. The first site we visited was Wardang Island in the Yorke Peninsula.

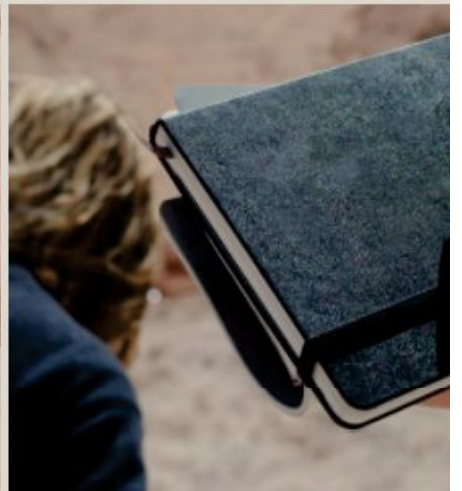


Next stop was Wardang Island, Yorke Peninsula, classified as an IPA (Indigenous Protected Area) and is managed by the Point Pearce Community. To design a Eco-visitor accommodation where asbestos ridden accommodation on the island was being demolished and the community was keen to explore options of bringing visitors to the island.

Below is my proposal for the Eco Tourism Pods on Wardang Island...

Next stop was Wardang Island, Yorke Peninsula, classified as an IPA (Indigenous Protected Area) and is managed by the Point Pearce Community. To design a Eco-visitor accommodation where asbestos ridden accommodation on the island was being demolished and the community was keen to explore options of bringing visitors to the island.





Research

The Chair

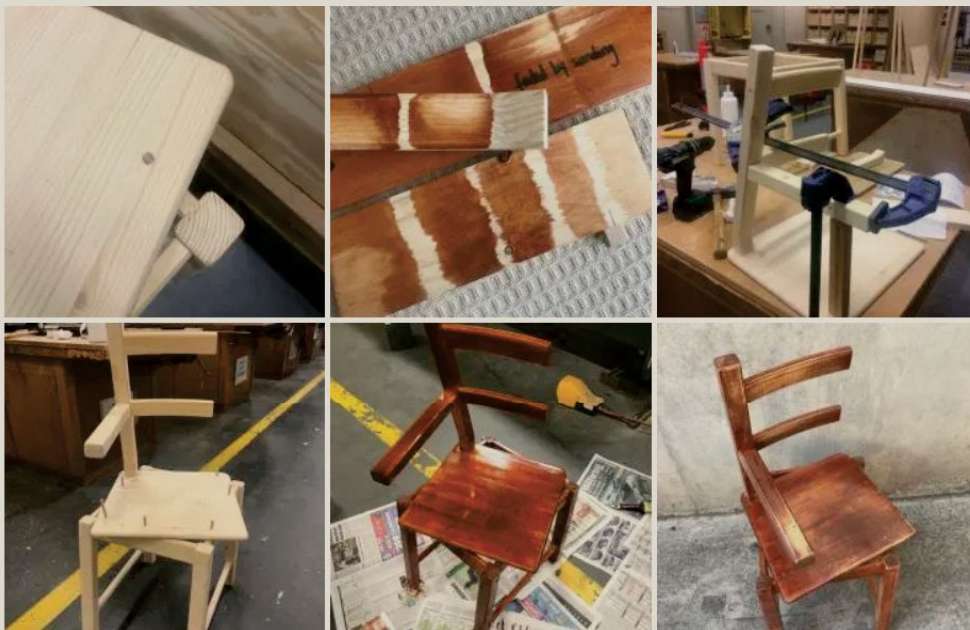
A Metaphor for Human Interaction

02

Having analysed some multi-generational, co-living homes in my typology review, I found many of these homes had more than just one or two shared living spaces and living together in this way enabled increased communication between the families.

I chose the chair as a metaphor for human interaction that takes place in a supported and deliberate manner. By observing and engaging in close interaction through conversation and connection with another, I redesigned the chair by following the form of the posture of the human body when actively engaged in conversation. I created an angled base, a forward leaning back and a single armrest that was created using the superfluous area of the back rest.

Time is also an important aspect of interaction and connection. Time is represented by age and generations of humans who engage in the process of communication. There is a meaningful and lengthy interaction between different generations that is represented through the form of the chair and through the visibly worn parts of the seat and the armrest. This communicates how relationships work, how wisdom is passed on through the generations and represents the support that exists within families. Just like the chair, this engagement is not always comfortable but it's components are important in developing an ongoing inter-generational process of purposeful connection. This chair which is a metaphor for human interaction is a piece of furniture that supports and encourages its role through its function.



Production Process in the workshop

