



IAR



Florida International University
Interior Architecture
Folio 2020-2021

CM

Chair's Message

Newton D'Souza



The FIU interior Architecture program is a unique creative environment within the hub of Miami design industry. Housed within the School of Architecture which is celebrating its 25th year anniversary this year, the department received full STEM designation in 2022, bolstering its mission to advance the interior design profession through teaching, service, scholarship, and creative activities. It makes the FIU Interior Architecture program first in Florida – and, one of only five CIDA (Council for Interior Design Accreditation) accredited programs that are STEM-designated in the nation. We also share the exciting news that the 2022 QS World University Rankings by Subject has ranked our School of Architecture #16 among public universities in the United States. This is a testimony of the excellence and hard work that our faculty and students bring to our program.

While there is often a common misconception that interior designers focus only on interior surfaces or aesthetics alone, the FIU Master of Interior Architecture degree education addresses macro trends of life-safety, health and well-being, technology, evidence-based design, and sustainability among others. As we advance into the future, smart building technologies, internet of things and robotics are becoming integrated into building practices that are ubiquitous part of the building interiors. This pedagogical mission propels us to engage in a transdisciplinary, culturally rich setting, that enables, creates and imagines a more responsible, sustainable, and humane environment.

To support our students, the Festival of the Trees (FOT), an annual fundraising event coordinated by our department and its advisory board, brings together South Florida's architecture and design community. We are thankful to all our donors, sponsors and well-wishers. In this Folio we are honored to present student projects that won the FOT merit awards on design excellence. The review for these design projects was conducted upon recommendations from studio faculty and input from external jury of reputed interior/architecture firms. We are fortunate to have these design leaders as part of our review process for the scholarship awards, and we hope to continue to foster a highly dynamic environment where creativity flourishes and gives birth to next generation of design leaders.



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MST Master's Studio Thesis

The Master's Studio is the culmination of the professional degree program in Interior Architecture. This studio is a synthesis of each student's educational experience within the program. Students explore advanced problems in interior design with emphasis on critical thinking within the design process, development, and resolution. Each student identifies, initiates, and develops their own project in response to their literature review, research methods study, and programming efforts. The outcomes of this studio demonstrate a higher level of complexity in both thinking and problem solving than is encountered in previous design studios. The thesis culminates through information and evidence gathered through previous courses of research methods, literature review and programming. Students in this course use commercial, residential, educational, hospitality, and institutional environments to explore issues related to human needs, goals, and experience of interior architectural spaces.

Professors: Phill Abbott & Esperanza Muino

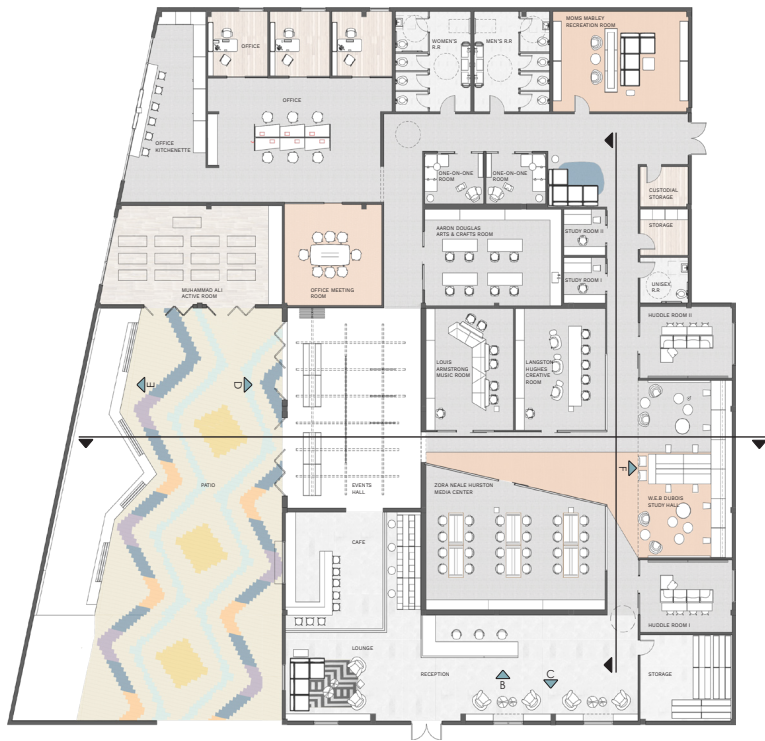


PURVIS YOUNG COMMUNITY CENTER

There's a new renaissance happening in Overtown. The people are taking back their neighborhood and embracing their heritage. Black-owned businesses are booming, and artists are emerging from the scene. The Purvis Young Community Center aims to be a hub for residents to come together and rejoice in a new era of discovery - where Afrocentrism, education, and cultural rebirth are celebrated. The goal is to help the residents reconnect with their roots have a safe space for the youth, and allow local entrepreneurs to generate revenue and recognition.



Student: Angela Gonzales



Conceptual Framework



Conceptual Definitions

Contextual Model of Learning (Falk and Dierking, 2000):

A model based on constructivist learning theory, that investigates learning within a free-choice setting, which includes all out-of-school information sources. The model is based on Personal Context, Socio-Cultural Context, and Physical Context, and it investigates education through social engagement.

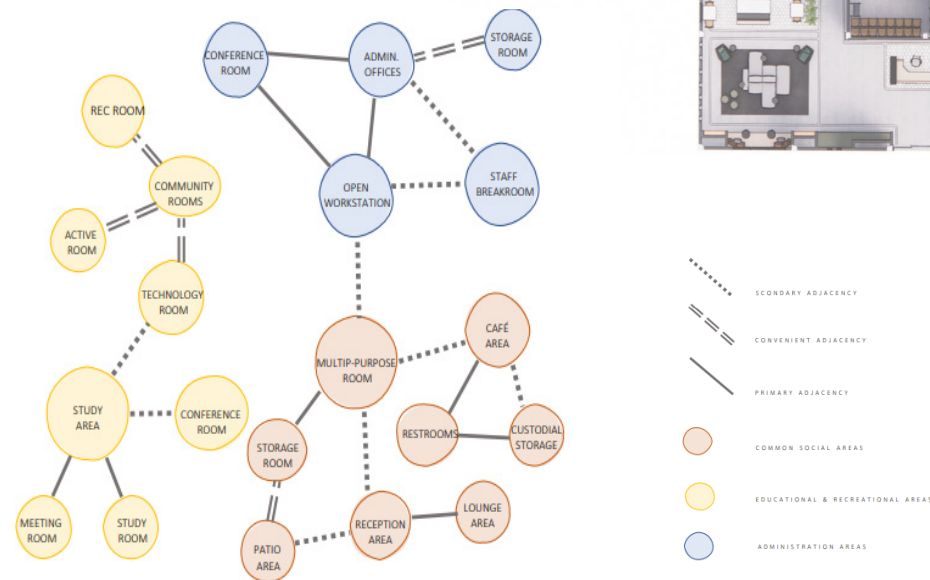
Design of Community Center: Implementing guidelines that create an approachable and inclusive space for engaging and educational activities within low-income communities.

Low-income Communities: Areas in which most suffer from a combination of social, economic, health, and environmental burdens.



DANA A. DORSEY COMMUNITY ADVANCEMENT CENTER

The Dana A. Community Advancement Center focuses on fostering inclusive spaces by providing resources that promote education, recreation, creativity, and engagement for the growth and well-being of the Overtown community. Since the building is located on the boundary of Overtown and Town Square, the goal of this project is to act as a significant opposition of the future development that is arising in Town Square which historically has harmed the residents.



VIVE PALLIATIVE CARE FACILITY

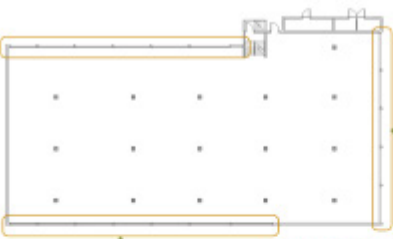
VIVE Palliative Care Facility is a new approach to holistic care with an emphasis on wellness from the inside-out, which includes physical, mental, and emotional well-being of adult cancer patients and their caregivers. The facility will serve as a place of respite and emphasize a human-centered approach to care where patients and caregivers are parts that make up a whole. The space will take inspiration from its nearby beaches, using biophilic elements found in Islamorada to create a calm oasis that focuses on healing and care of the mind, body, and soul.

VIEWS

NE view to parking lot

SE view to ocean

SW view to resort pool



1ST FLOOR



2ND FLOOR



VARIETY OF SPACES

+



SOFT FORMS/TEXTURES

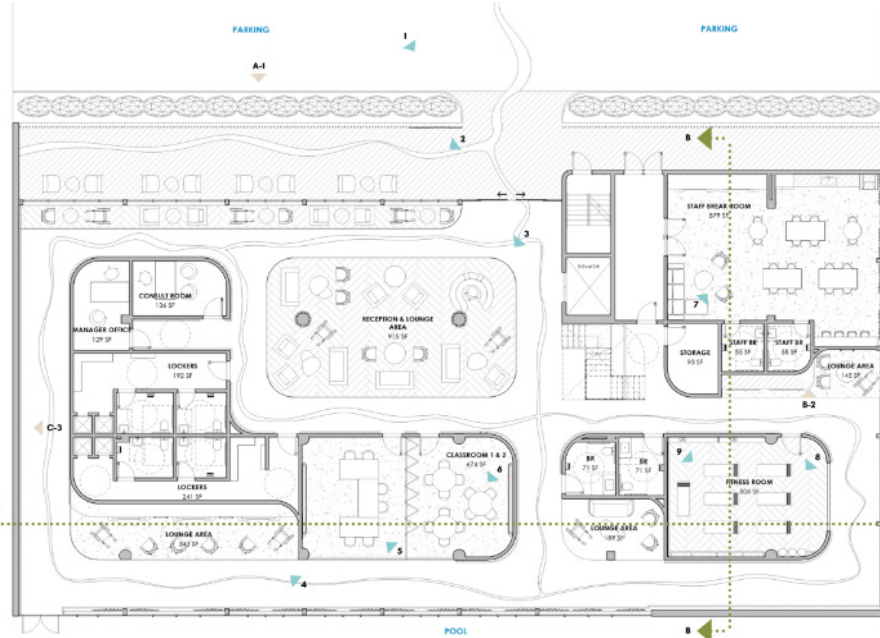
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WELL-BEING FOCUSED

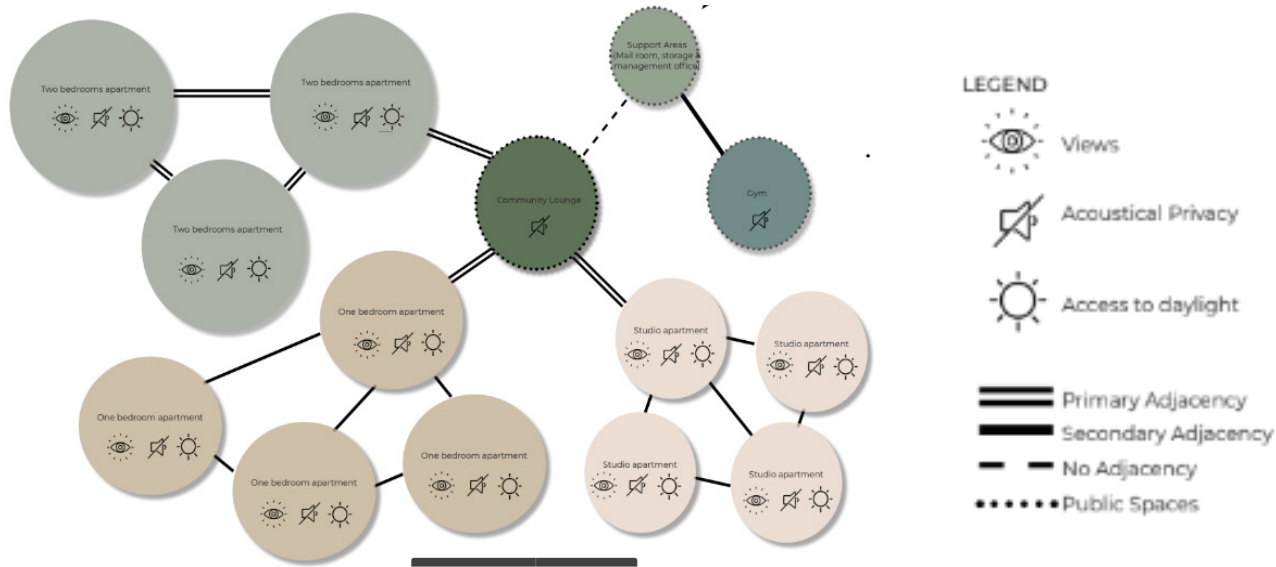
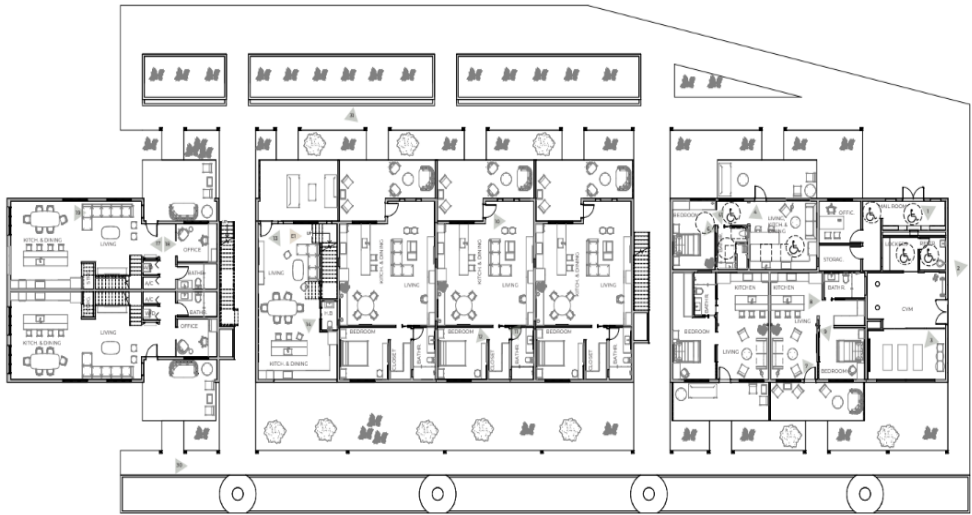
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REDEFINING
PALLIATIVE CARE



MILLY-HEIGHT: A SUSTAINABLE APPROACH TO MULTIFAMILY HOUSING FOR MILLENNIALS

Inspire by the summer and Millennials lifestyle, this project intends to provide spaces that support Millenials’ social relationships and connection to nature. It will allow Millenials a dynamic environment where they can retreat and enjoy the warmth and freedom of a summer vacation without the hustle of city life. These spaces will promote a carefree transition to more sustainable living.

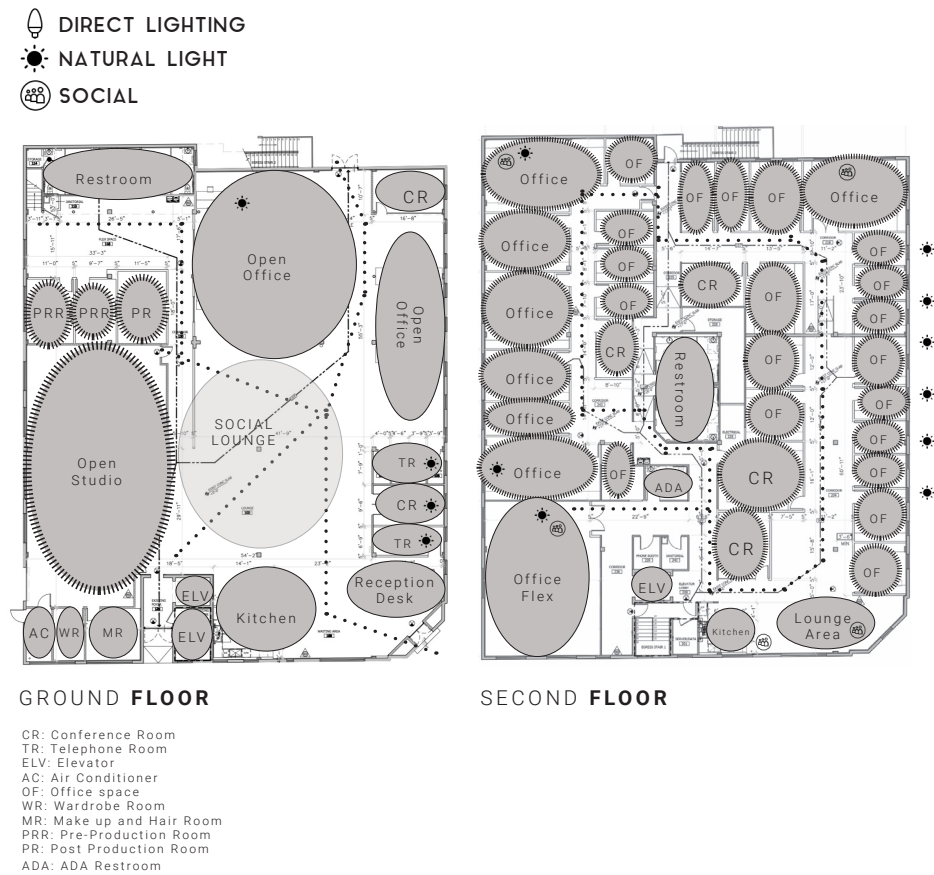


RM Research Methods

The course investigates the attitudes and psychological needs of users with a real-world case study. Using research techniques such as photo-interviews, activity mapping, surveys and interviews, Research methods course introduces procedures to collect and analyze data on human behavior leading to the Master’s Capstone Project. Design evidence collected in this project follows the literature review in the previous semester. Students examine a real-world project and gather evidence from the community in order to create an evidence-base and apply them as design guidelines in their thesis.

Professor: Marcia Lopes de Mello

BUBBLE DIAGRAMS



BLOCK DIAGRAMS

RESEARCH TOPIC

+

RESEARCH PROBLEM

LIVE / WORK / SHARE



Growing unemployment rates and a shortage of viable economic housing options have been present issues in cities like Miami for a long time. Such challenges have been aggravated by the many factors surrounding the current pandemic we are facing. Some causal effects of unemployment have contributed to an extensive range of serious mental health problems and have left people struggling to secure their basic needs of shelter, food, and stable income. The literature review indicated that among the most affected population are those between the ages of 18-35 or who

have recently graduated with little job experience to secure a steady income in a highly competitive job market. In addition, young adults (18-35 year-olds) are also impacted by the increasing student debt due to the rising involvement in pursuing higher education levels in recent years (Standing, 2011, as cited in McKee, Hoolachan & Moore, 2017). The repayment of such student loans further postpones homeownership plans (Andrew, 2010, as cited in McKee, Hoolachan & Moore, 2017; Xopapa, 2017).

RESEARCH OBJECTIVE

This research aims to investigate a mixed-use development project involving coliving and coworking to explain what interior design strategies of

these typologies support a sense of community and their impact on young adults' perception of well-being.

RESEARCH MAIN QUESTION

How can the interior design of a mixed-use development project, through the implementation of design strategies that support a sense of community, influence young adults' perception of well-being?

RESEARCH SUB-QUESTIONS

- How do **collaboration** and **sense of belonging** impact young adults' perception of **well-being**?
- How can the **design** of a coliving and coworking facility foster a **sense of belonging** and **engagement** through the incorporation of communal spaces?
- Do coliving and coworking spaces help reduce feelings of **loneliness** and **isolation** through the creation of **communal spaces** for social interaction and collaboration? And if so, which design strategies better support this interaction?
- Do coliving and coworking facilities promote the creation of **professional** and **social networks**? And if so, what design strategies help support such networks?

02

is literature review looked at coliving and working as conceivable typologies to tackle issues such as the growing unemployment rates and lack of economical housing options looking to serve young adults (18-35 year-olds) considered among the most stable and under-supported population negatively affected by these factors.

employment was examined within the context of COVID-19 and related issues associated with it, such as anxiety, psychological distress, anger attacks, feelings of isolation, and even suicide (Liu, Heinzl, Lucke & Heinz, 2021). It was found that the younger generation corresponding to those between the ages of 18-35 year-olds, was particularly affected by these factors, especially individuals with little to no experience unable to secure a steady source of income (Kawohl, W., & Nordt, C, 2020).

Working from home has resulted as a feasible option for many people. Still, one shortcoming of this arrangement is the inability to separate and create healthy boundaries between work and home. Therefore, coworking spaces, a typology that has been around for quite some time, are gaining momentum and becoming a more suitable option in several. According to Bouncken & Reuschl (2016),

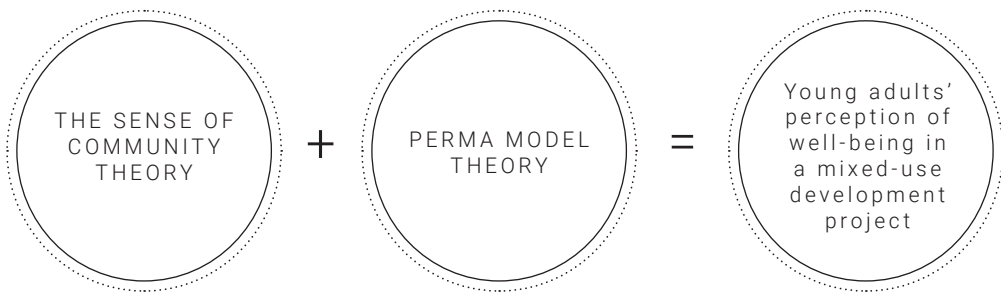
as cited in Perrée et al. (2019), "Coworking spaces increase a user's self-efficacy and performance by creating a better balance between work and private life and because of the easy access to a community and professional and social networks (p. 535)."

Another explored factor was entrepreneurship within the basis of how young entrepreneurs (18-35 year-olds) are growing their businesses. The literature review showed that access to coworking spaces leads to learning and possible ventures to try new things out, along with the possibilities of exchanging knowledge, encouraging the creation of new business.

Finally, the shortage of reasonable economic housing options for this specific target group (18-35 year-olds) has given rise to a shared housing model known as coliving (unrelated individuals who share similar interests living together). Evidence suggests that this housing model has proven to help enhance young adult's quality of life by providing opportunities for important human connections and chances to grow their businesses. These factors are associated with reducing feelings of loneliness and isolation due to the creation of communal spaces of social interaction and work.

Our literature review looked at coliving and coworking as typologies suitable for young professionals (18 to 35 years old) for being viable economic housing and working options that allowed them the freedom to live and work in highly desirable urban areas. In addition, offering the possibility of being part of a curated community of like-minded individuals that thrive together.

THEORETICAL FRAMEWORK

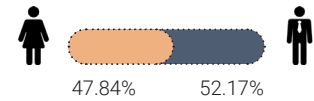


The literature review also explored how these living and working arrangements could represent an opportunity for entrepreneurs, digital nomads, employed and unemployed people to work on their business ideas while growing their social networks.

DEMOGRAPHIC MAKE-UP

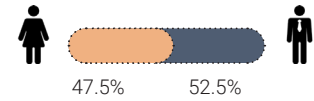
Both facilities (X Miami and Ampersand Studios) are located in the Greater Downtown Miami that comprises the following neighborhoods: Brickell, the Central Business District (CBD), also known as Downtown, the Arts & Entertainment District, Wynwood, Edgewater, Midtown, and Historic Overtown. The urban core of Greater Downtown is represented by the Miami Downtown Development Authority (DDA). **X Miami** is located in the **Central Business District (CBD/Downton)** neighborhood, and **Ampersand Studios** is located in the **Arts & Entertainment** neighborhood.

CENTRAL BUSINESS DISTRICT/ DOWNTOWN POPULATION



MEDIAN AGE:
2020 Census
32
SOURCE: Miami, DDA, 2020 Demographic report.

ARTS AND ENTERTAINMENT DISTRICT POPULATION



MEDIAN AGE:
2020 Census
29
SOURCE: Miami, DDA, 2020 Demographic report.

POPULATION DISTRIBUTION OF GREATER DOWNTOWN

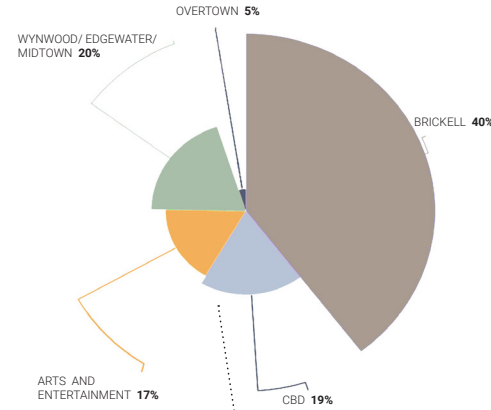


FIGURE No. 195
SOURCE: ESRI BAO, Synnergos PopStats; Miami DDA, 2018.

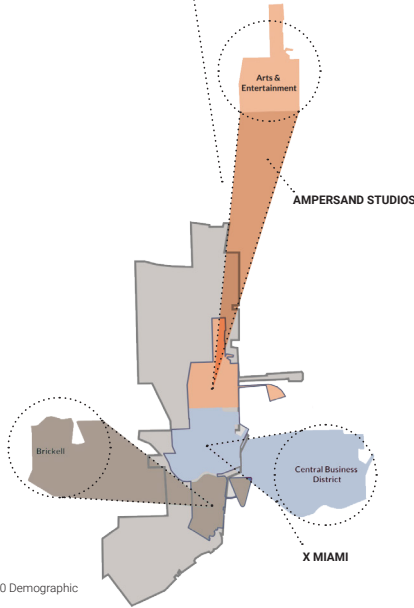
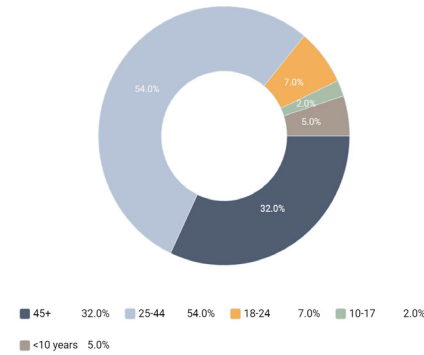


FIGURE No. 196
SOURCE: Miami, DDA, 2020 Demographic report.

POPULATION GROWTH

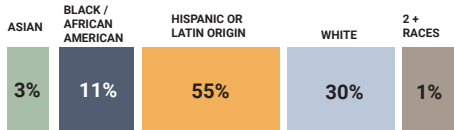
Area	2000 Census	2010 Census	% Growth 2000-2010	2020 Census	% Growth 2010-2020
CBD	4,901	11,108	55.8%	15,074	26.3%
ARTS & ENTERTAINMENT	4,432	9,079	51.2%	17,957	49.4%

AGE COMPOSITION OF GREATER DOWNTOWN



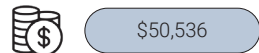
SOURCE: Miami, DDA, 2018 Demographic report.

RACE/ETHNICITY OF GREATER DOWNTOWN

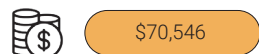


SOURCE: Miami, DDA, 2020 Demographic report.

CBD MEDIAN HOUSEHOLD INCOME:

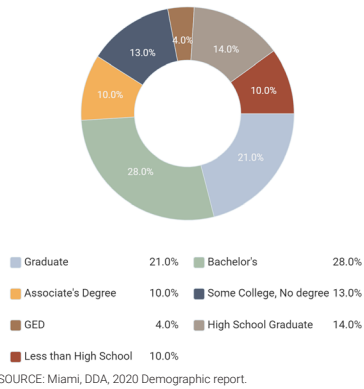


ARTS & ENTERTAINMENT MEDIAN HOUSEHOLD INCOME:



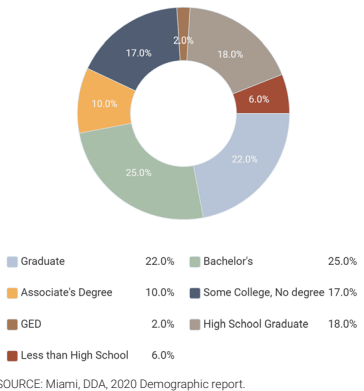
SOURCE: Miami, DDA, 2020 Demographic report.

EDUCATION BREAKDOWN CENTRAL BUSINESS DISTRICT

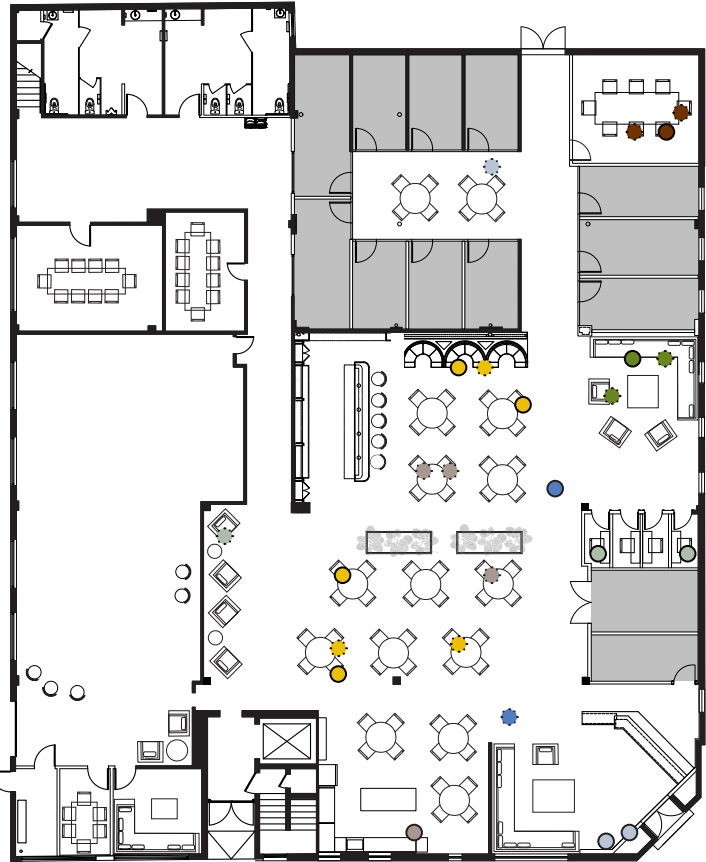
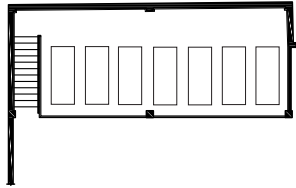


SOURCE: Miami, DDA, 2020 Demographic report.

EDUCATION BREAKDOWN ARTS & ENTERTAINMENT

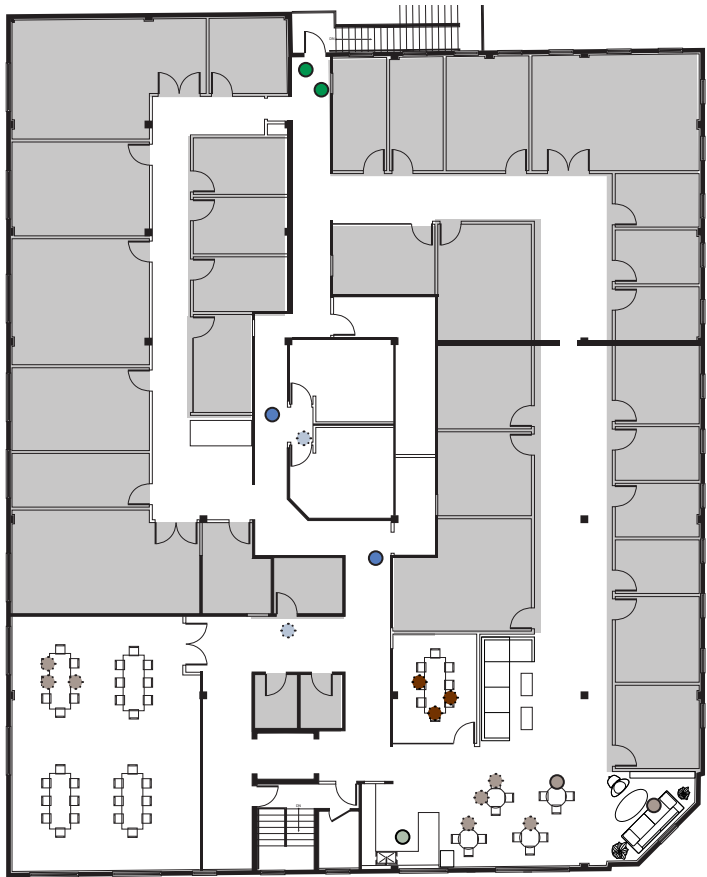


SOURCE: Miami, DDA, 2020 Demographic report.



FIRST LEVEL

- Standing
- Walking
- Eating
- Looking @ their phone
- Watching TV
- Working on their computer
- Talking on their phone
- Talking to each other
- Doing Yoga
- Walking their dogs
- Sitting
- Male
- Female



SECOND LEVEL

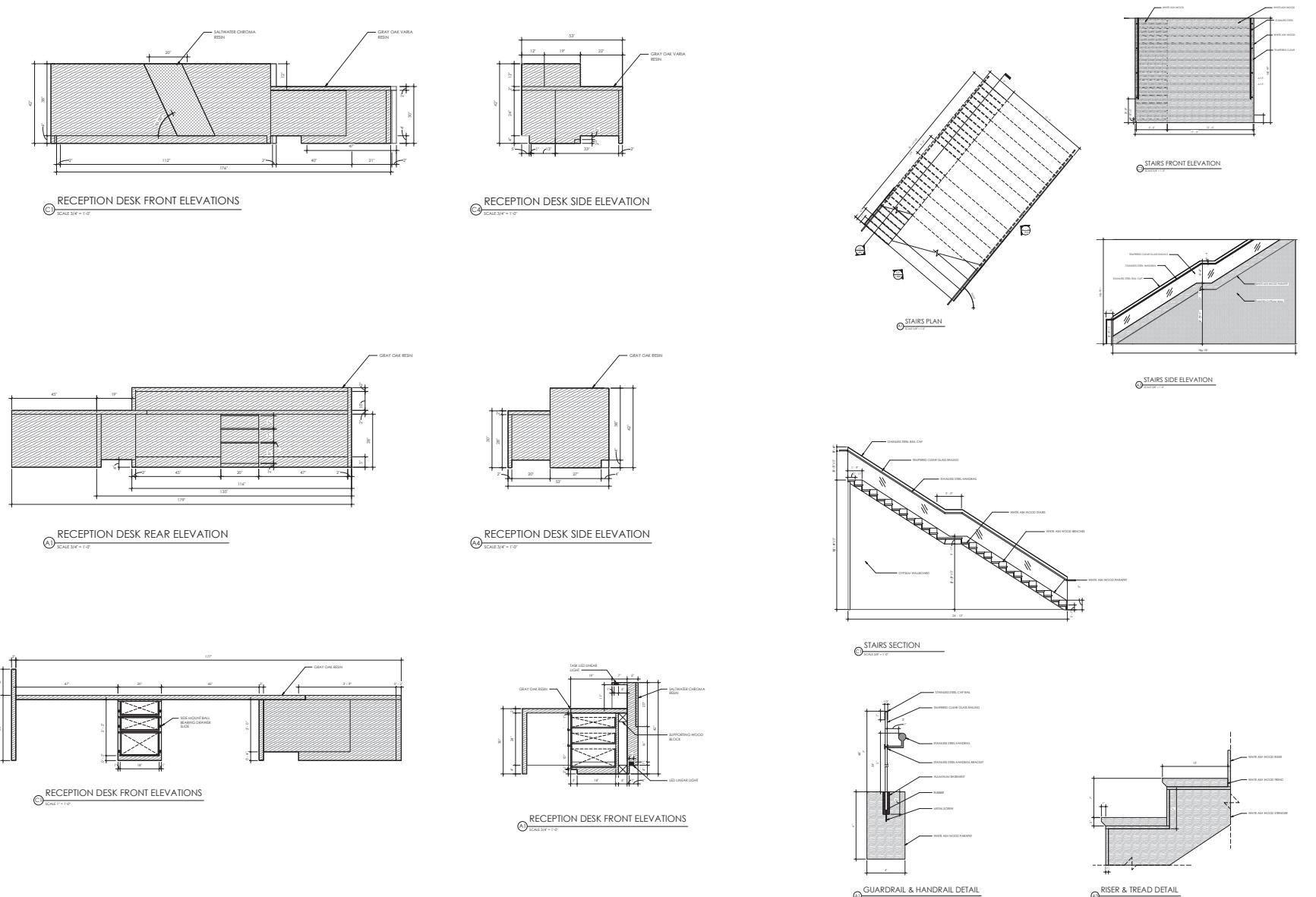
CD

Construction Documents

Workplace Design

This course explores advanced problems in interior design with an emphasis on design, detailing, and the production of construction documents for commercial projects. This course introduces complexity of details and uses commercial environments to explore issues related to human materials, construction methods, code compliance, construction documentation, and graphic communication techniques

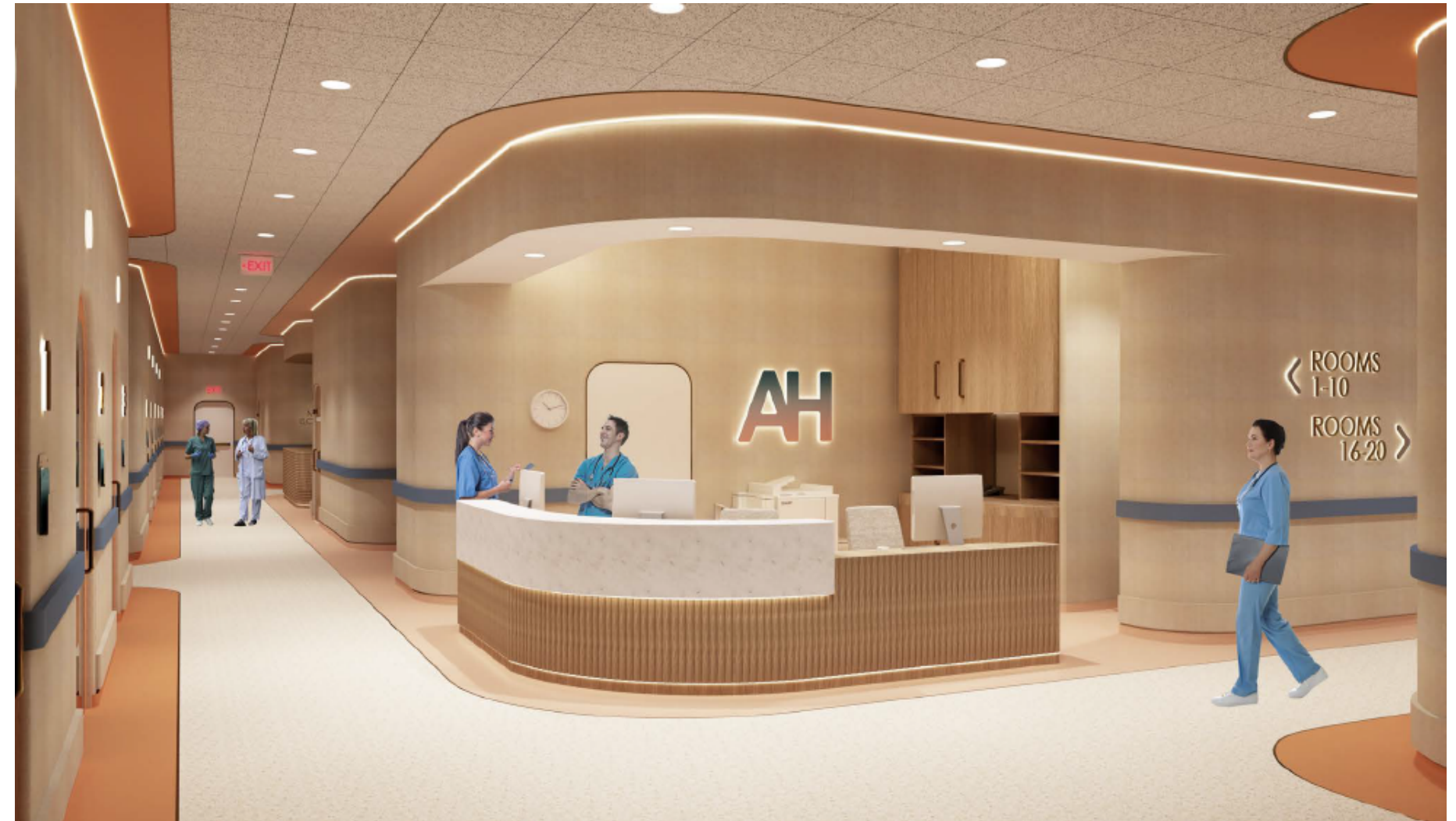
Professor: Esperanza Muino



G5 Healthcare Studio

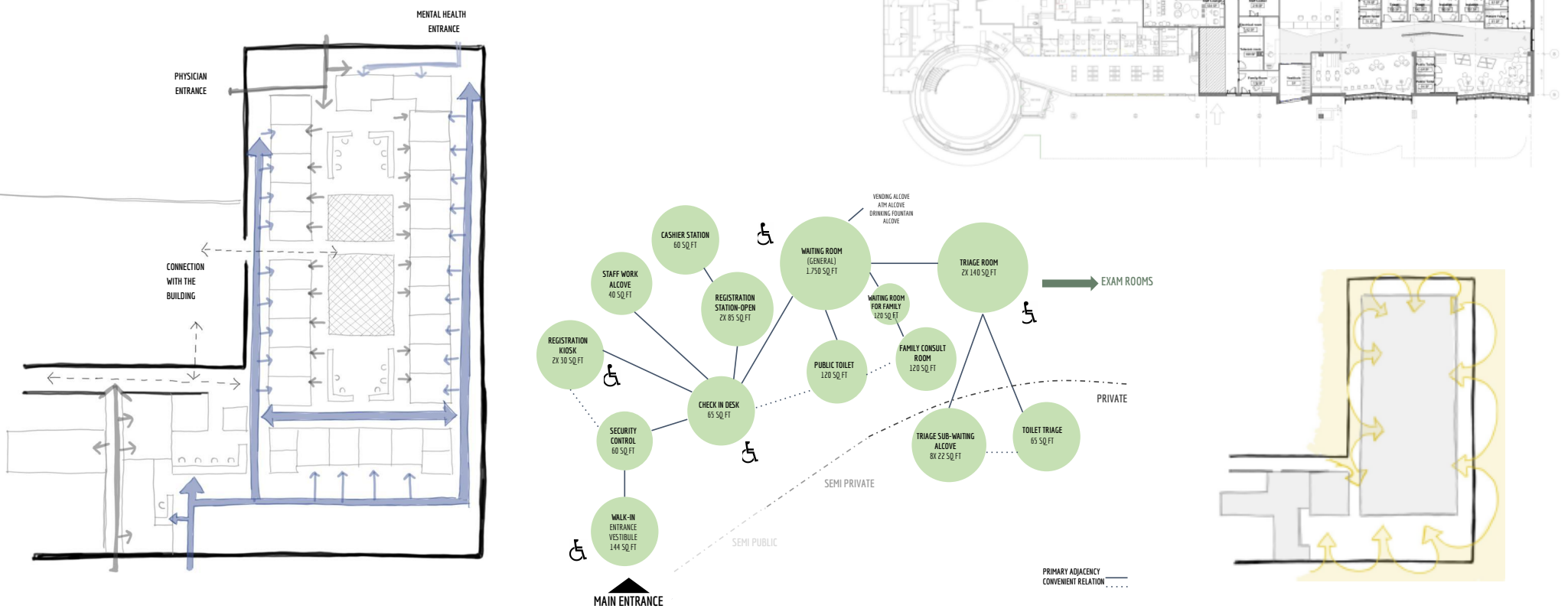
The goal of FIU healthcare design studio is to engage interior architecture students at FIU with practitioners and leaders in healthcare design. Students tackle the complexity of healthcare design situations by proposing a transformative healthcare program by developing critical thinking and associated design solutions. The goal is to create evidence-based design to reduce preoperative anxiety may improve surgical outcome, shorten hospital stay, and minimize lifestyle disruption. The project included detailing out clinical spaces and prototyping exercise that provides innovative insights into healthcare design project

Professors: Phillip Abbott & Tatiana Guimares



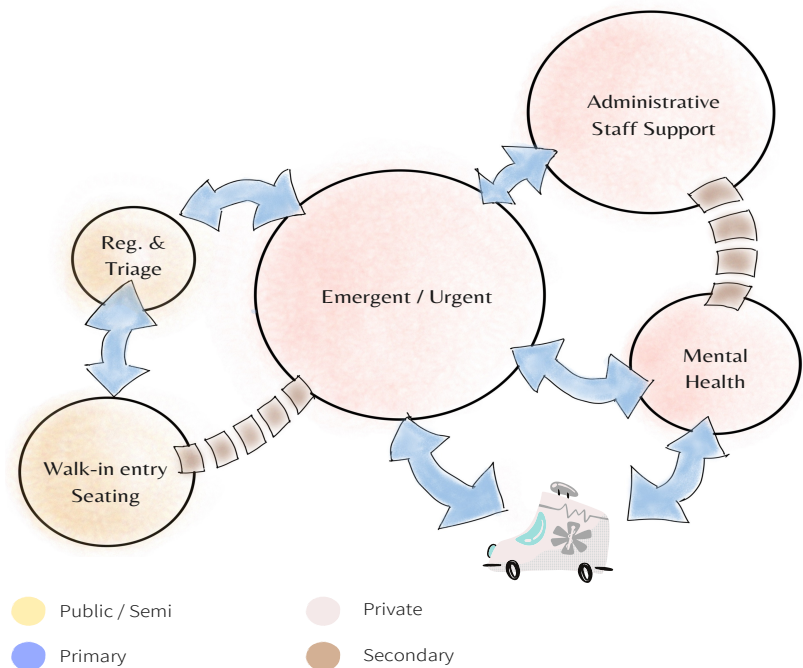
AVENTURA HOSPITAL

Aventura Hospital is a patient centered environment that provides physical comfort and emotional support, improving patient experience and reducing the feeling of being in a institution.

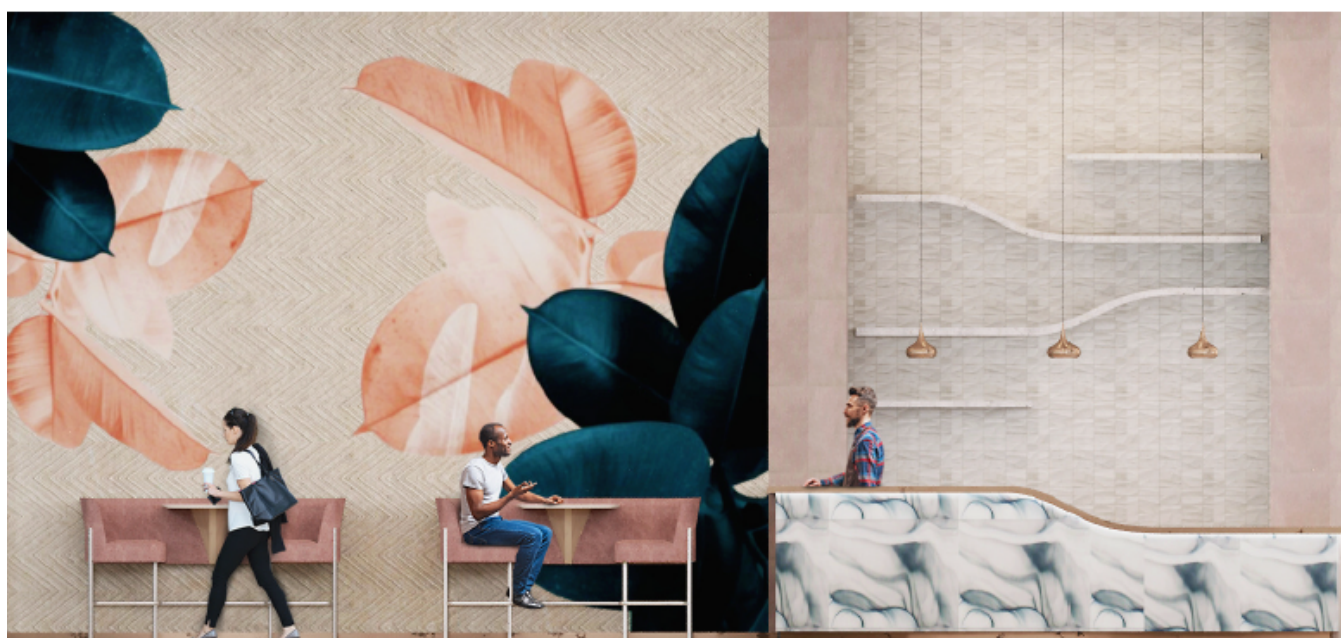
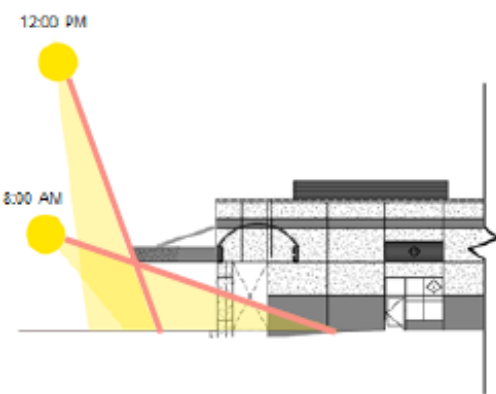
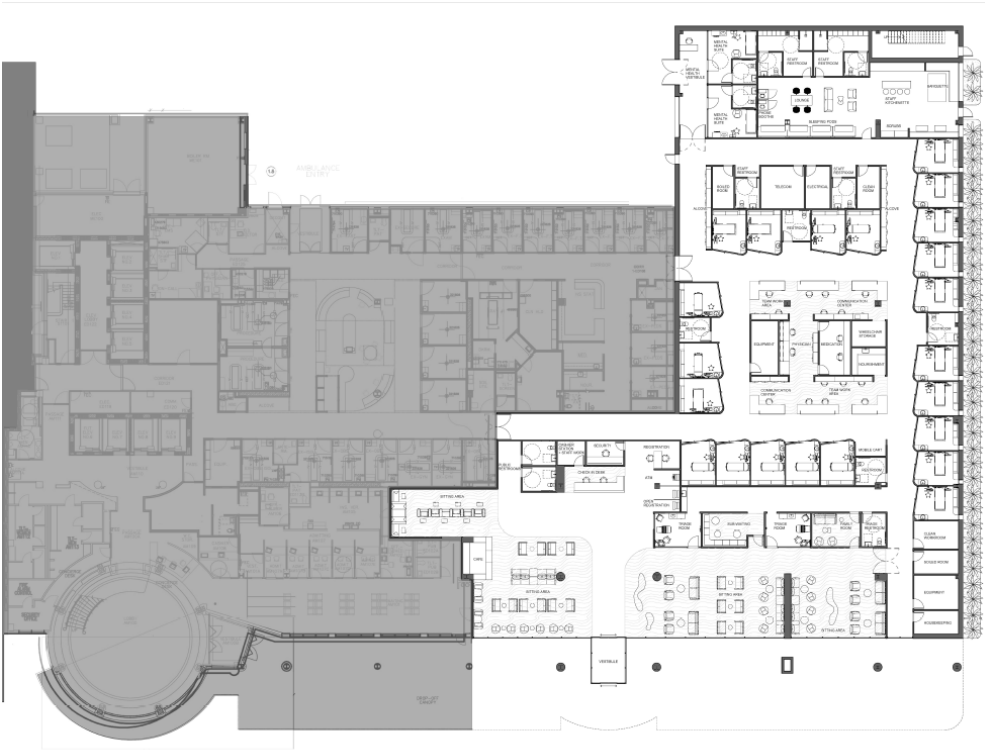


AVENTURA HOSPITAL

The expansion to the ED to the Aventura Hospital offers the patients, caregivers and staff members a humanistic design that focuses on their well-being and functionality of the space. The design is influenced by the way the users and environment interact and influence each other creating a dynamic space. This dynamism will allow a transaction between patients, caregivers and staff leading to a higher level of satisfaction and effective care.



Students: Carolina Cardona| Mariapia Sierra



G4 Experimental Studio

This exploratory studio will focus on developing a global approach to designing with awareness and respect for cultural, social, individual, and environmental relationship differences and the implications of conducting the practice of design within the context of a world market. This experimental studio in collaboration between professors and students from interior architecture and landscape architecture will focus on the design for a museum / cultural center for the victims of the Rosweood Massacre, which destroyed the predominantly African American town of Rosewood, Florida in 1923. The studio incorporates community engagement, research, mapping, and archival documentation of the event and a comprehensive project that addresses history, race, and space. We will explore the museum and cultural center to address complex spatial choreography in a deliberate and intentional way that not only involves physical placement of spaces but also engagement of deeper aesthetic faculties and sensation brought about by light, movement, smell and sound.

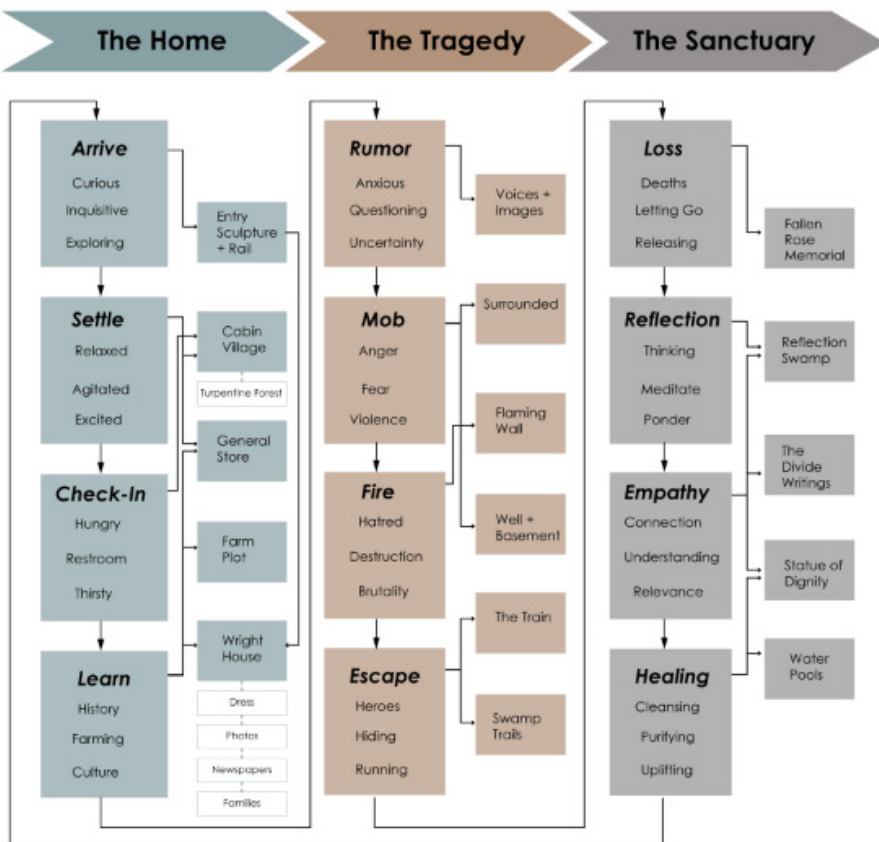
Professors: Newton D'Souza & Roberto Roveira



FOREVER ROSEWOOD

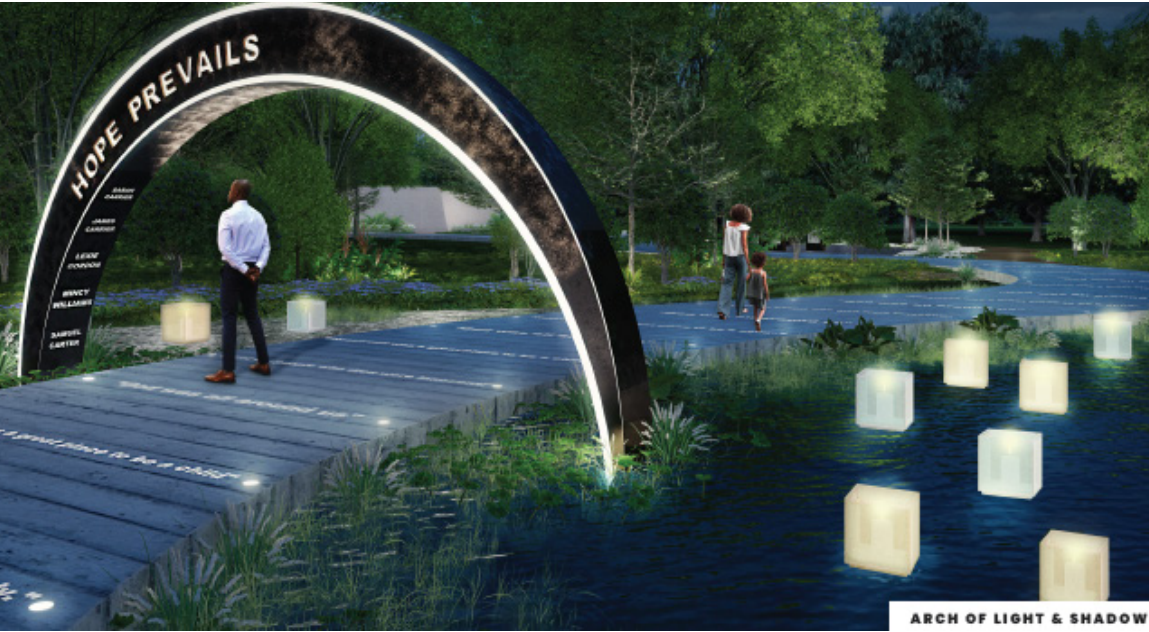
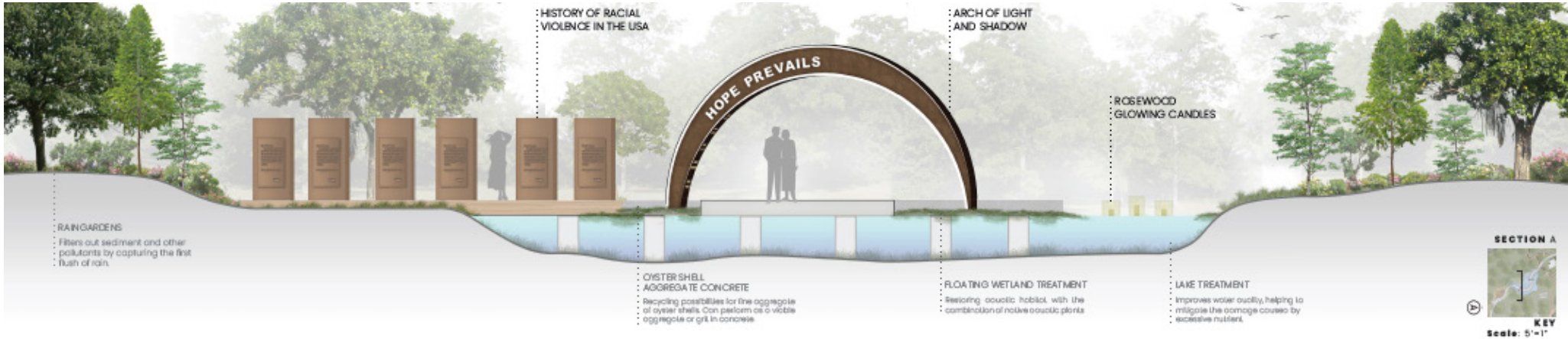
"When my brothers try to draw a circle to exclude me, I shall draw a larger circle to include them. Where they speak out for the privileges of a puny group, I shall shout for the rights of all mankind."

- Dr. Pauli Murray, Civil Rights Activist



ILLUMINATING ROSEWOOD GROUNDS OF REMEMBRANCE & HEALING

In order to internalize Rosewood’s history, one must immerse into the duality of good and evil surrounding these events and, most importantly, discover duality within ourselves. This museum/memorial seeks to explore duality through light and shadow transitions and multi-sensory experiences that will allow the visitors to connect with Rosewood’s history from all points of view. As most of these tragic events took place at night, we want to illuminate Rosewood and connect it to the present, as well as allowing healing from painful memories by facing our fears and emotions and transforming them into insightful teachings for future generations.



G4 ^{CCSY} Studio

This studio course explores advanced problems in interior architecture with an emphasis on the design of cruise ship + super yacht interior environments. This course explores issues related to environment and behavior in determining and meeting programmatic goals and designing to create specific experiences of the interior spaces of various passenger vessels.

Professor: Scheherezade Licul





programming

indoor entertainment space
sitting area
dining area
bar area
small kitchen area
master suite
en-suite bathroom
guest cabins
guest bathrooms
office / studio space
outdoor entertainment space
hot tub / plunge pool
sitting area
lounge area
workout area
greenery



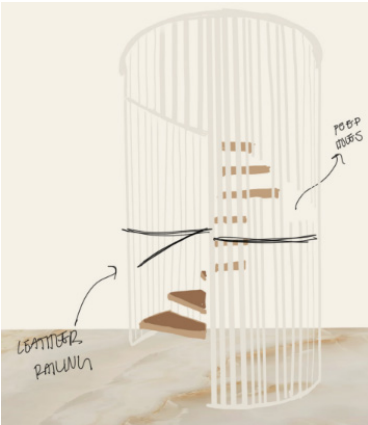
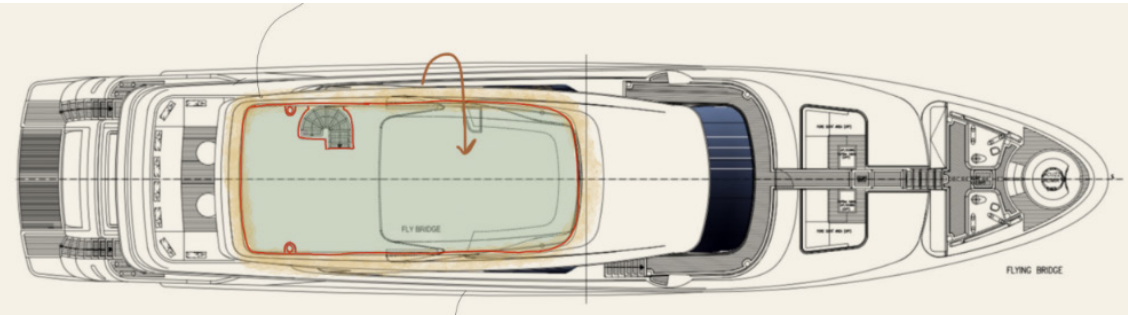
Saint Lorenzo X Alex Proba

A blank canvas is portrayed with a neutral palette, pops of color and textures will stimulate the senses. Everything is custom as opposed to other brands proba has a very unique style with abstract forms that you would not typically find on a yacht. Pieces on yacht are hand crafted as an artist proba understand the importance of handcrafted work and details. An expression of clients style and personality proba has a strong sense of who she is and what she likes and this can be reflected on her yacht.



Saint Lorenzo X Marianna Hewitt

A neutral base allows for the introduction of italian coast inspired colors and textures that are derived from the fruits of italy. the off-duty elegance of the materials allows for the perfect summer friday.



G3 Hospitality Studio

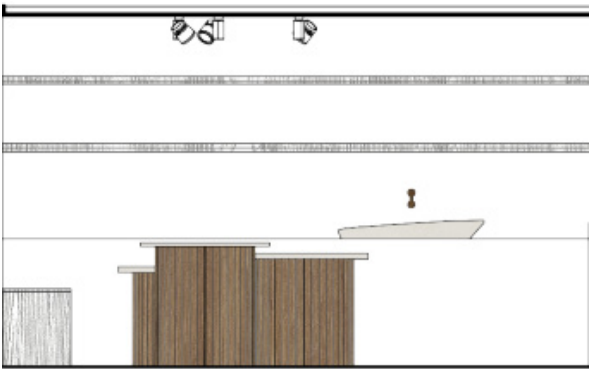
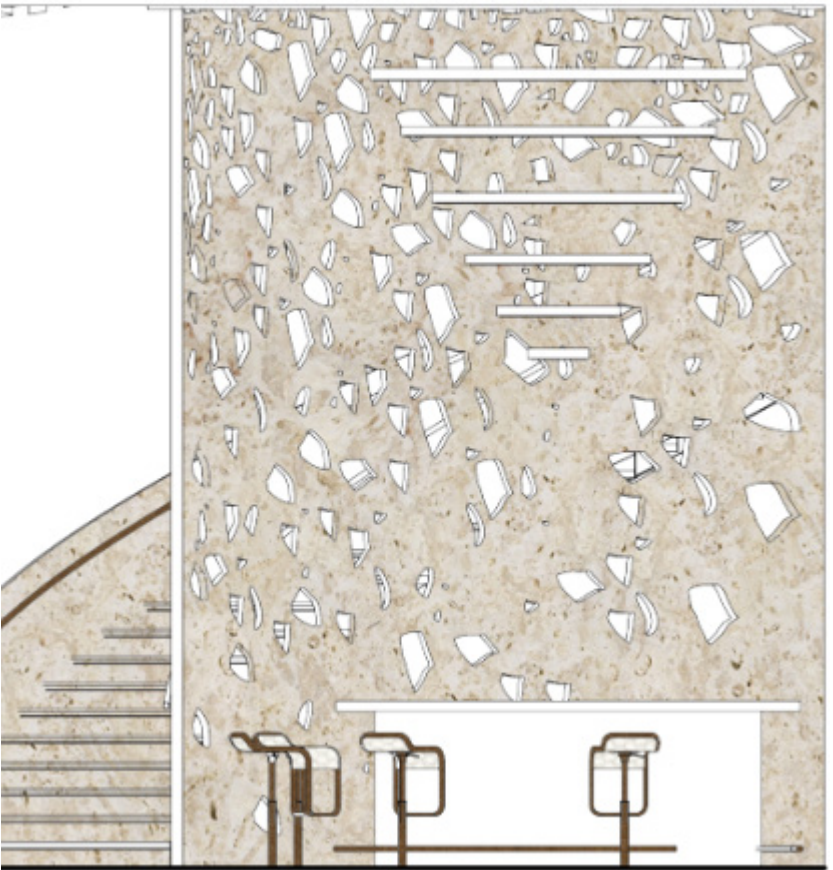
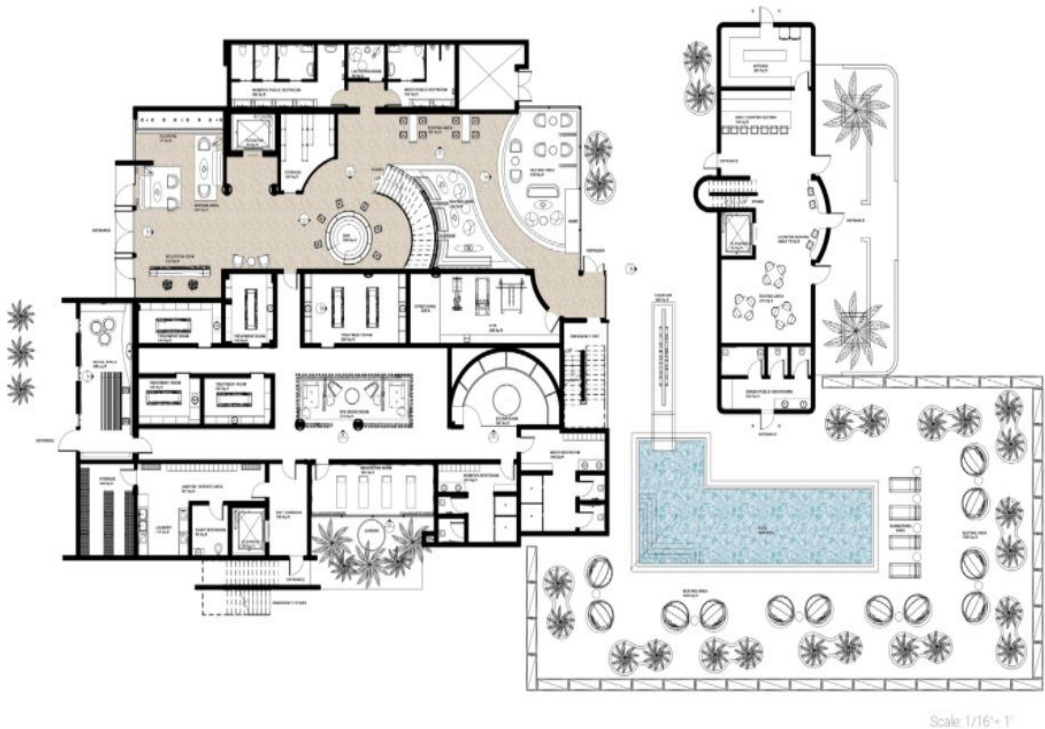
In the studio, students and instructors work together to improve students' ability to design architectural interiors. Students work on individual projects and in teams to develop effective methods of inquiry that involve both the conceptual and the development phases of design. Studio instruction stresses creative as well as critical thinking processes: Students design interior spaces based on a process where they repeatedly revise and transform their initial schematic ideas before arriving at an acceptable, appropriate and meaningful design solution. Course structure and content is aimed specifically to improve students' threedimensional design/spatial development, design process, and their ability to represent their design ideas verbally, graphically, and through modeling.



Professor: Katie Rothfield

BAMFORD HOTEL

The quiet and patient wisdom of the earth's biological cycle informs our design process through biomimicry and patterns that reinforce the concept of life's impermanence. The six kingdoms of life: animalia, plantae, fungi, protista, eubacteria, and archaebacteria all share similarities. They all partake in a cycle. A life's cycle. That is both patient, smart, and impermanent. In our project, the Bamford Spa and Hotel, the concept of sustainable wellness will be taken one step further. The patient wisdom of life's biological cycles will be studied and implemented through material innovations , patterns and movement.



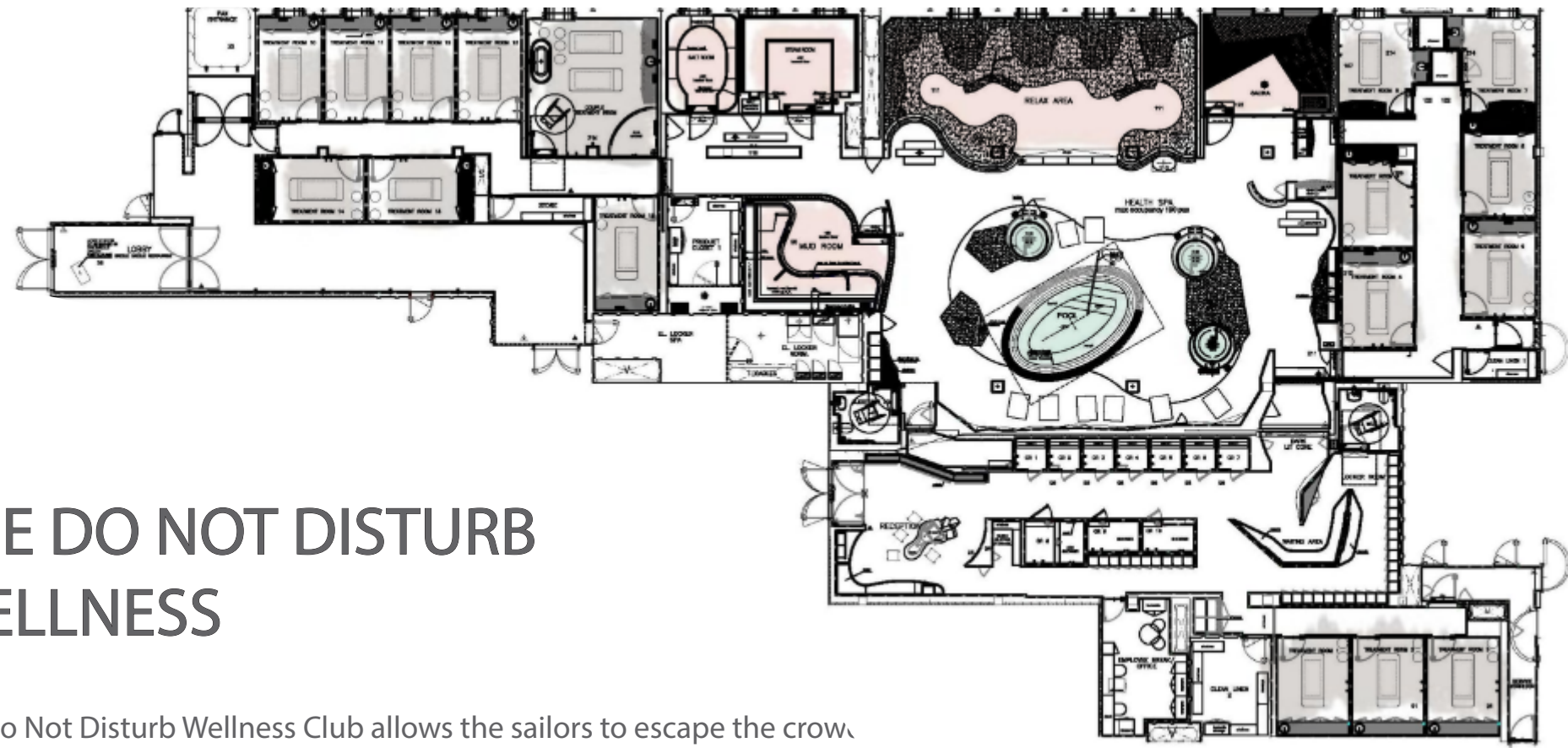
G3

CCSY Studio

This studio course explores advanced problems in interior design with emphasis on design hospitality facilities, specifically cruise ship design. The studio will allow students and instructors to work together to improve students' ability to design architectural interiors. This course will use the cruise ship settings to explore issues related to environment and behavior in determining and meeting programmatic goals and designing to create specific experiences of architectural interior spaces. The course has a studio structure supplemented by instructional activities such as seminars, lectures, skill building exercises, field trips, and group discussions.

Professor: Sheherezade Licul





THE DO NOT DISTURB WELLNESS

The Do Not Disturb Wellness Club allows the sailors to escape the crowd and activity of the Scarlet Lady. The design and circulation will allow the users to explore the space and discover areas to reconnect with their spirit. This millennial aesthetic flows freely between physical space and flat image, between brands and the people who buy. There will be public areas, treatment areas, and experiential areas. Through the use of a branded color palette, curved architectural elements, special graphics, natural materials, and soft lighting the design will achieve a holistic experience at the wellness club.

hey sailors.
demographics



Adult-by-Design 18+

No kids, no kidding. But your inner-child is highly encouraged to come along.



Wifi included

Browse, post, and stay connected with wifi — whenever you want, and wherever you are on the ship.



Scarlet Lady

909 Feet long
17 Decks
22 Restaurants/Bars
...& limitless party spots



All Aboard

1,160 Crew
2,770 Sailors



G2 Workplace Studio

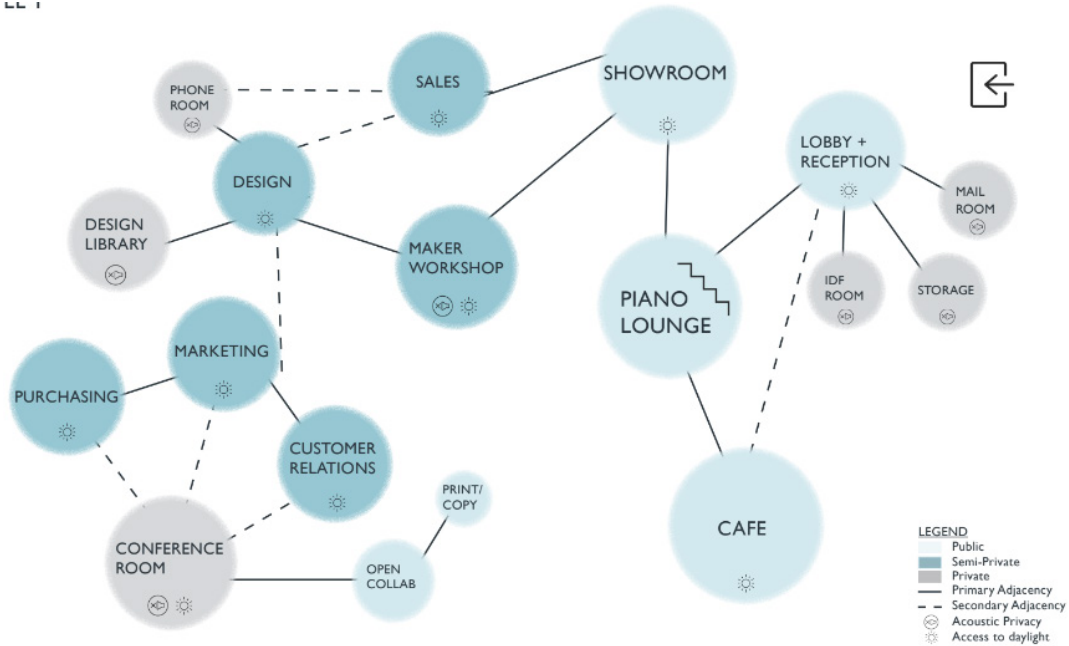
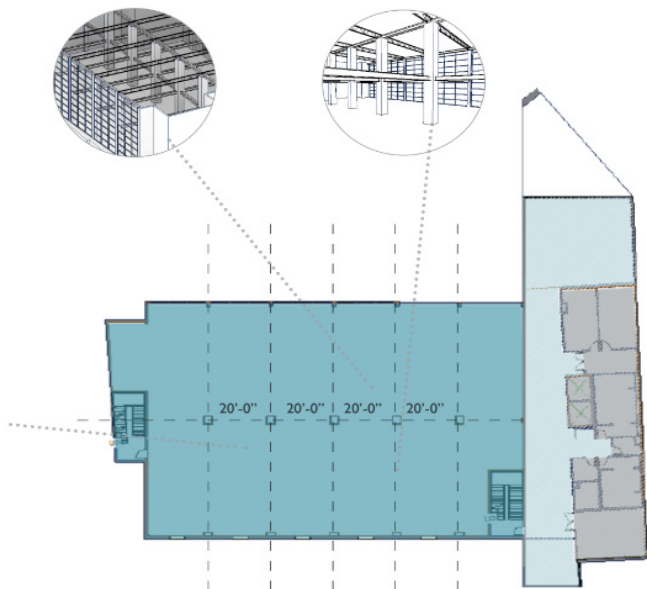
This studio course builds upon the lessons learned in previous courses and seeks to deepen thinking and skills within several different areas of the design process. These include: application and synthesis of theory, information gathering, programming, space planning with systems furniture, developing three dimensional designs, and exploring design details.

Professors: Darci Pappano & Leandro Lujan



KIMBALL SHOWROOM

Kimball’s GOAL for the Miami showroom is to provide furniture and design solutions for successful environments where people work, learn, and heal. The design features open work spaces with access to natural light that supports employee wellbeing. The adjacencies encourage collaboration and allow the users to make spaces into places. A workshop takes center stage on the first floor representing Kimball’s ethos of who they are as Makers.



VISION

To shape **places into spaces** and bring possibility to life by enabling collaboration, discovery, wellness, and relaxation.

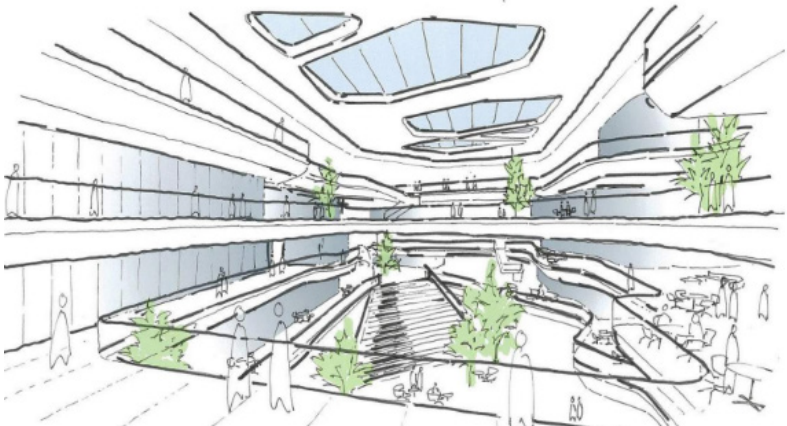
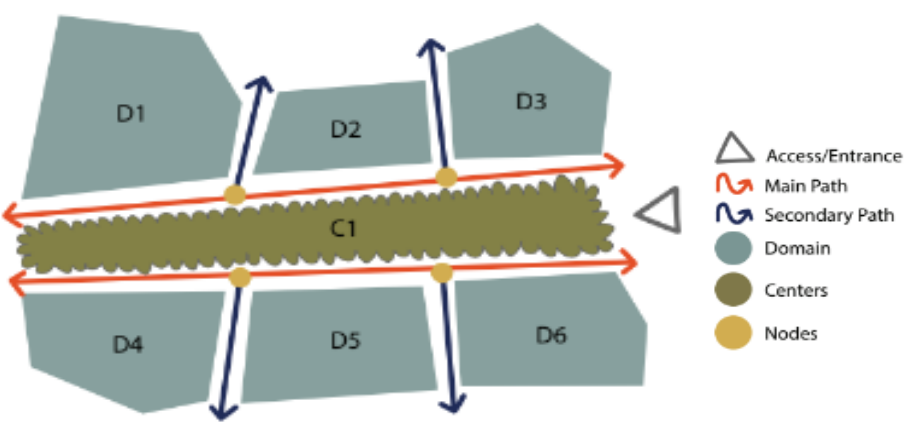


MISSION

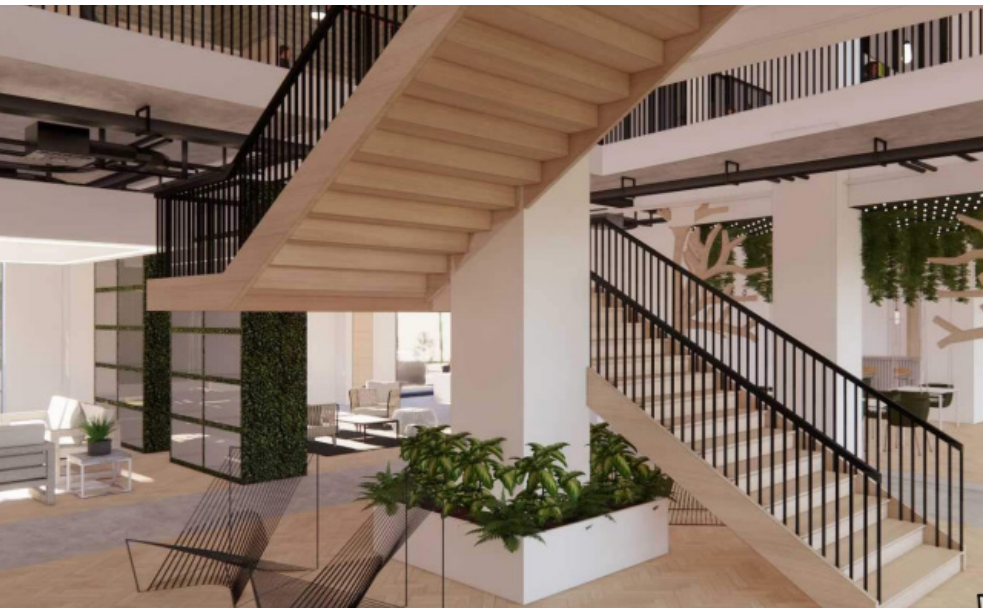
To change the way work is done by turning the spaces you envision into the **places you love**.

JANUS ET CIE SHOWROOM

JANUS et Cie, a space carefully created to allow exhibity, innovation and allow biophilic needs to happen in synergy. Its features and amenities are designed to attract consumers as well as allow its workers to be inspired and focus on creating. With premium materials, superior craftsmanship and precision engineering their products are a top tier, which don't fall far from its employees and brand ethics. In terms of design, the workplace will mainly have natural essence shown in its color palette, shapes and overall design, encouraging visitors to engage in its integration of nature. The circulation of each area will contain a central focus garden that will allow its customers to have a unique perspective and generate the proper vision while inviting customers to a recreational area in the showroom that allows them to connect with the energy these products are made.

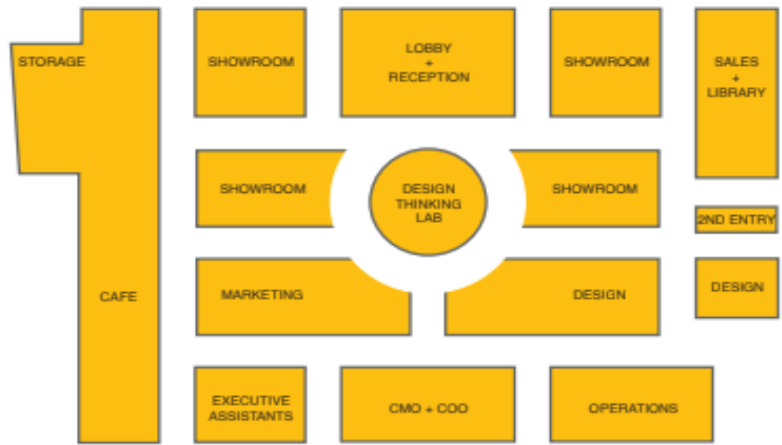
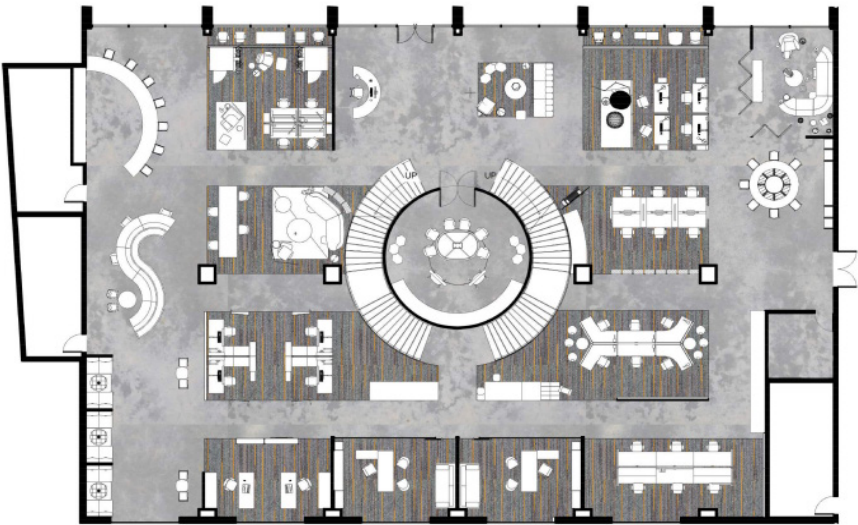


- 1 Engage, inspire and surprise stakeholders
- 2 Demonstrate the company capabilities and product portfolio through user-driven experience
- 3 Provide opportunities
- 4 Show the bond between the local area, the company, and its employees



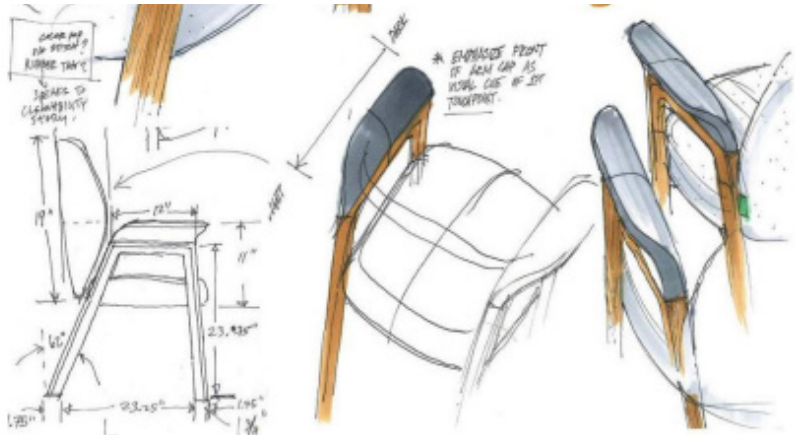
STEELCASE SHOWROOM

The Steelcase office in Miami is inspired by the interconnectivity and assembly of their main products. Each space is unique and interacts in a system to create a functional environment. The spaces of the program will progress through a unique social and collaborative human centered experience. Flexible spaces will give the user control to choose where they want to work. The linear circulation evolves into different zones dividing the programmatic areas and terminating them into smaller collaboration zones. A spatial opening on the second level creates an atrium that visually connects the Steelcase community while opening the experience for users.



FIRST FLOOR

Student: Nellyana Mendez



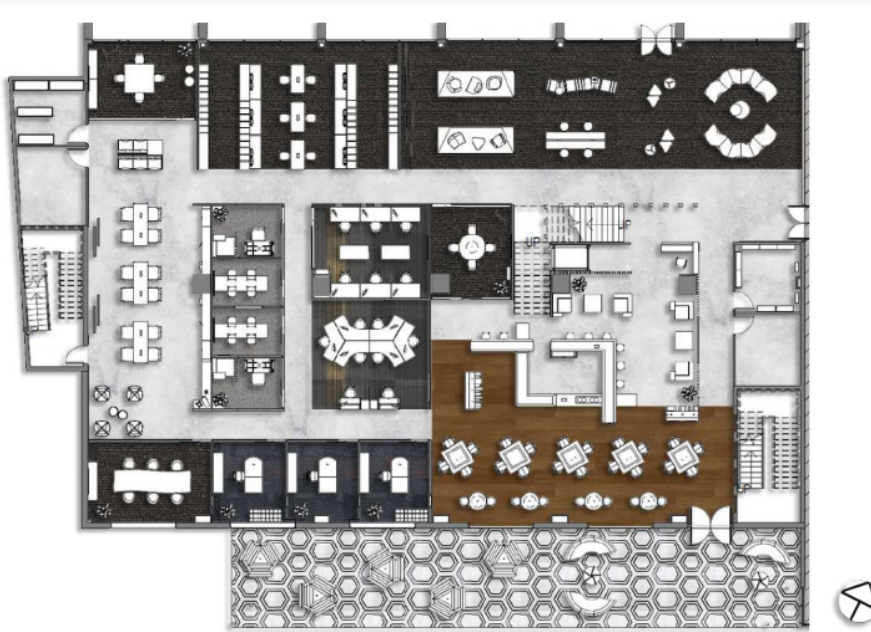
DESIGN GUIDELINES

- 1 Use sustainable practices to guide the design. Keep in mind reducing use of artificial lighting and using sustainable practices.
- 2 Design spaces that promote well-being: Rethink the concept of a traditional break room or amenity area.
- 3 Place company furnishing to reinforce Steelcase's brand identity.
- 4 Use design thinking skills to re-imagine "the office" considering COVID-19 protocols.



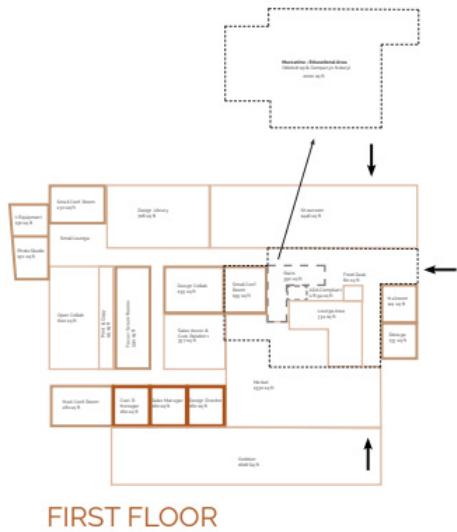
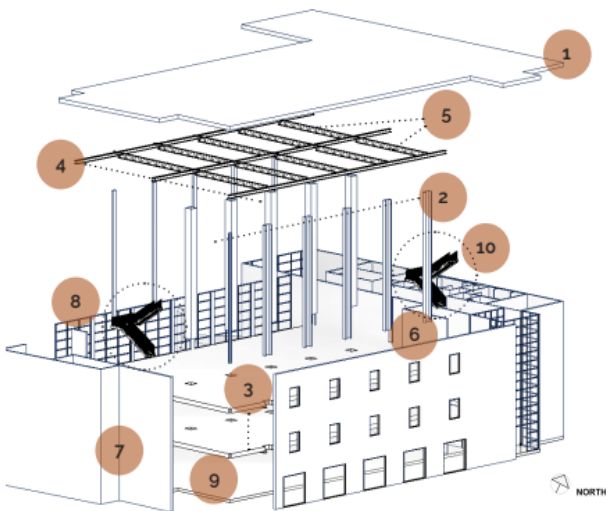
NIENKAMPER SHOWROOM

The culture behind Nienkamper’s company allows building functional configurations where employees and clients will have the flexibility to collaborate either in open or private spaces. The purpose of the showroom is to build reputational value on the clients and the community. People will have the opportunity to engage in an open concept hospitality environment directly adjacent to the showroom that will present the Canadian culture and German heritage of the company. The program will be divided with a linear circulation pattern that connects showroom to the sales and design departments. There will be a spatial void that houses the vertical circulation and connects the ground floor with the second level. The design aesthetic must represent the enduring products and integrity of the Nienkamper brand.



DESIGN PROCESS RENGEL

- 1 Locate interior rooms and spaces according to what the exterior has to offer responding to such factors as the neighborhood, existing natural features, circulation around the site, access points to the building, and environmental issues.
- 2 Some natural site features, like a lake, may provide visual relief. Group of trees, may provide shade to cool the building or a visual buffer that provides privacy.



FIRST FLOOR



G1 Retail Studio

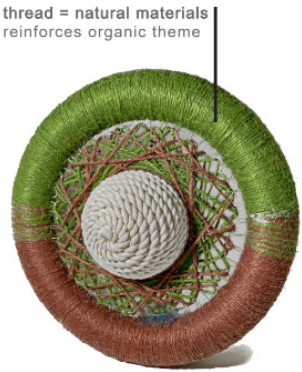
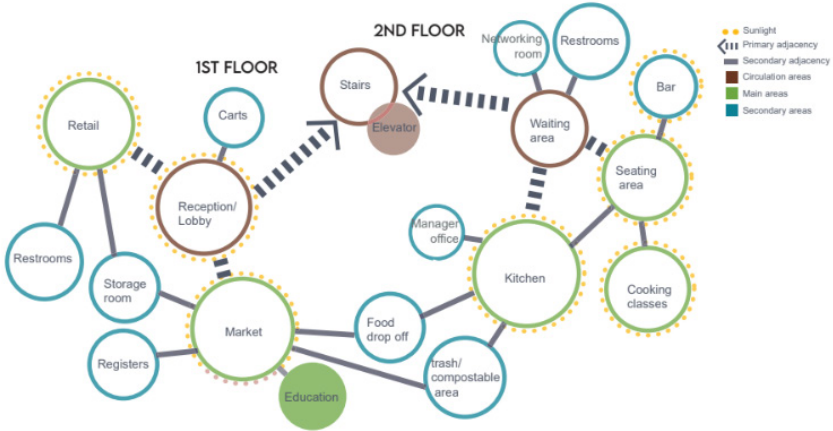
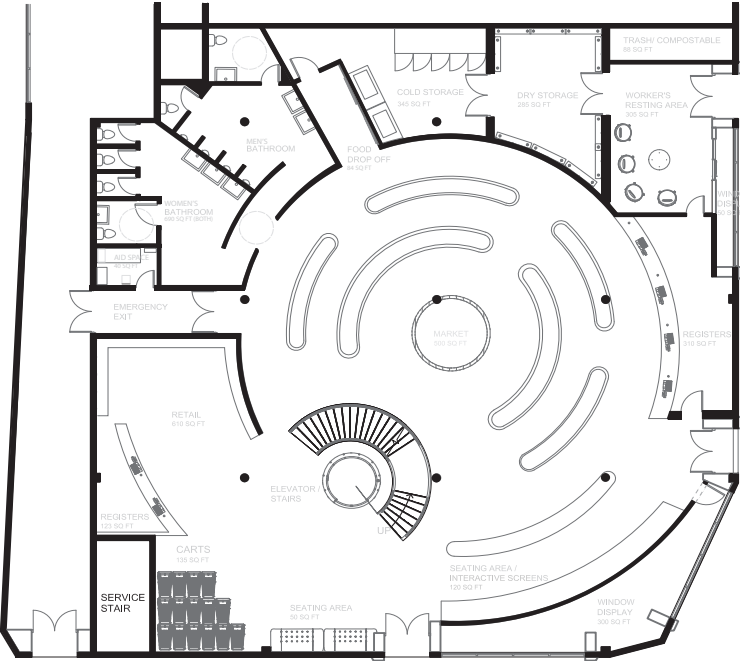
This studio course builds on the lessons learned in Graduate Design 2 and seeks to deepen student learning in several different areas of the design process. These include the application of theory, research, information gathering and programming, ideation, three-dimensional design development, and detailing. Studio instruction generates an active and dynamic learning environment where students gather information and appropriately applying this knowledge in the design of the retail environment. Through this design process students will understand current issues regarding retail design, how to design for a particular sector, and why it is important that interior designs respond to client and users' needs and desires.

Professors: Esperanza Muino & Janine King



PLAZA LATTE

Surrounded by gentrified neighborhoods like Design Distric, Wynwood, and Upper East Side Little Haiti is currently facing gentrification as a result of real estate investors and business owners looking for opportunities with a low cost of entry and a potentially big upside. Incorporate an ecological plaza that will stand out by bringing an atmosphere of inclusivity that will unite Little Haiti’s culture with the Design District community in an effort to celebrate the cultural diversities.



gray & turquoise
Sober tones bring peace

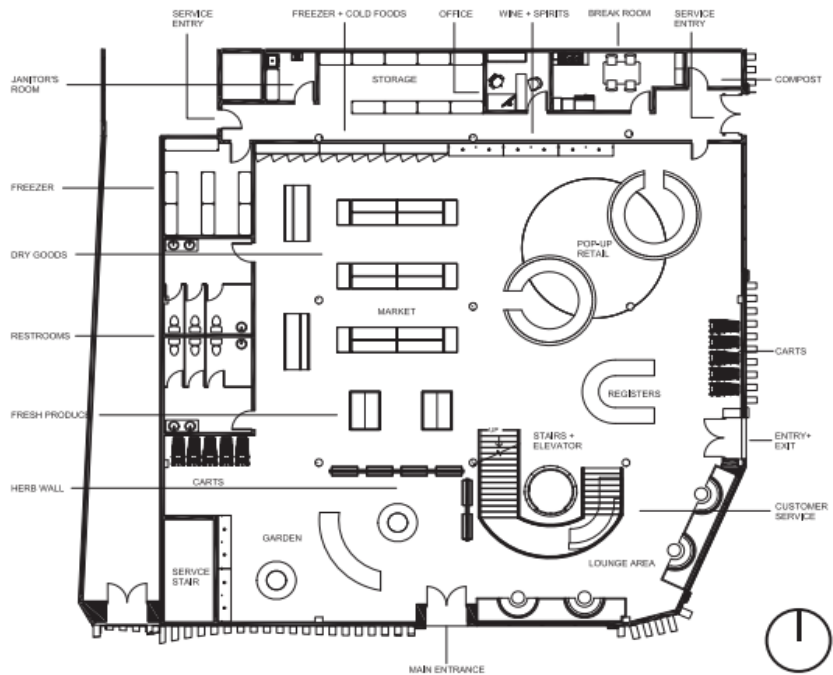
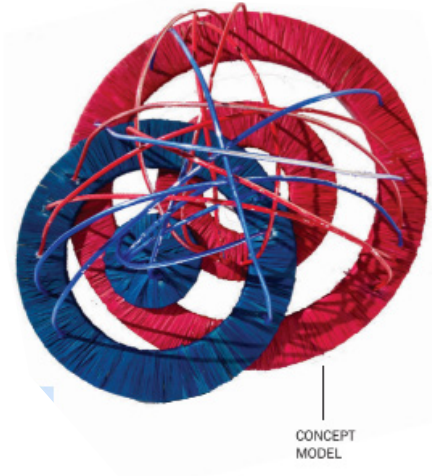
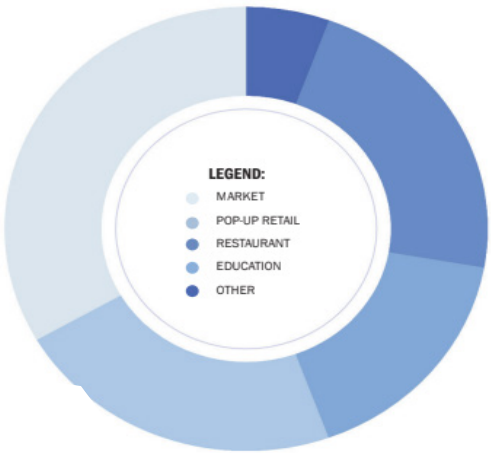
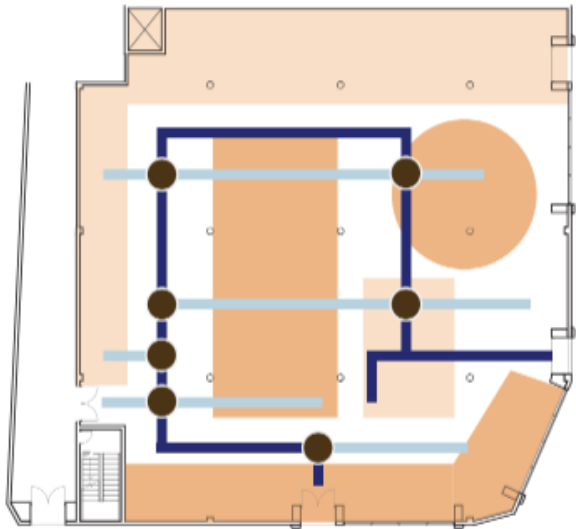
yellow & green
Modern-urban lifestyle
fusion of cultural &
artistical elements between
Design District & Haiti

brown & green
Bring the organic, natural
feel



INITE MARKET

To unify the communities of the design district and little haiti by designing a communal space that integrates the design districts spirit for shopping + healthy eating and little haiti's cultural richness + love for natural foods. it will establish a welcoming environment in which diversity will flourish. the curvilinear elements guided by the project will reinforce the idea of unity within the design.



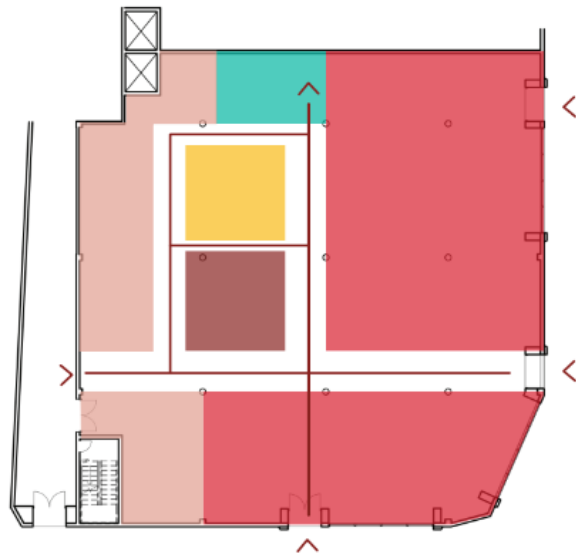
PROJECT OBJECTIVES

- 1 CREATING A SPACE THAT PROVIDES **EQUAL OPPORTUNITY** BY...
ESTABLISHING **AFFORDABLE RATES** +
INCORPORATING **NATURAL FOODS** + INTEGRATING
MARKET SERVICE FOR BOTH COMMUNITIES
- 2 CATERING TO **MULTIPLE CONSUMER EXPERIENCE'S**

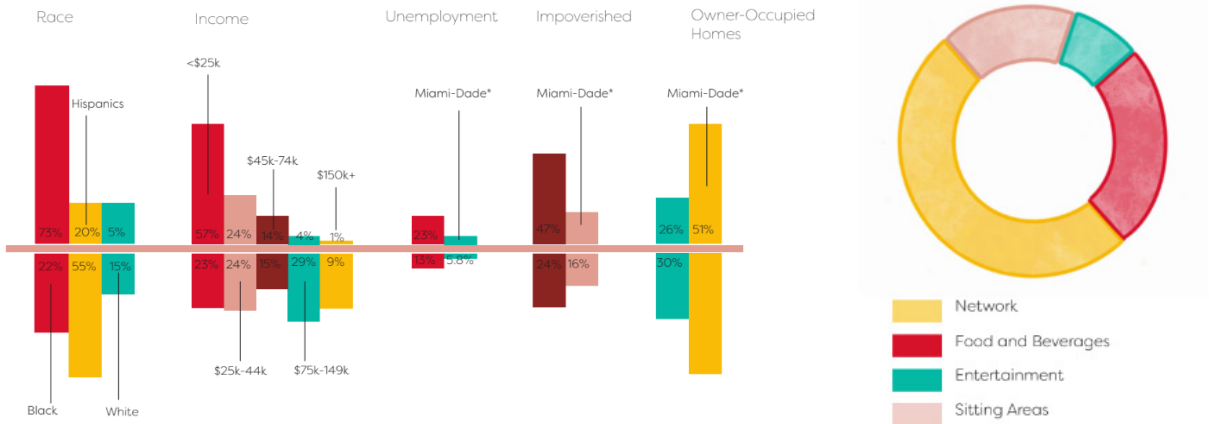
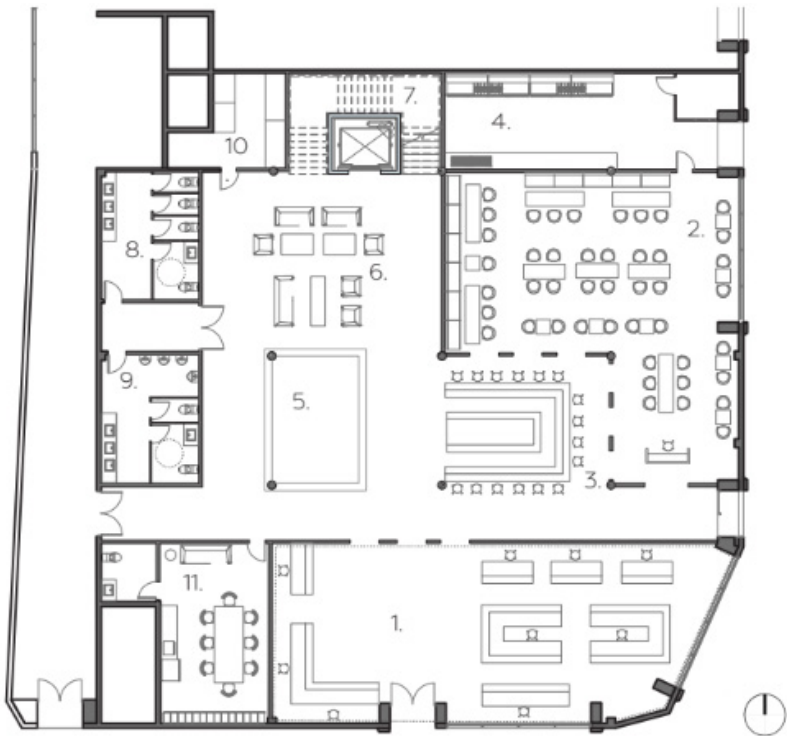


INI UNITED

The main purpose of the ini project is to provide an outlet for the community of Haitian Americans to thrive. Designing functional spaces that the people of Little Haiti can own, use and consume. This will give them the opprtunity to raise capital and uplift their culture. It will also give the public a chance to comfortably embrace an essential part of Miami’s identity.



Student: Camille Lagomasino

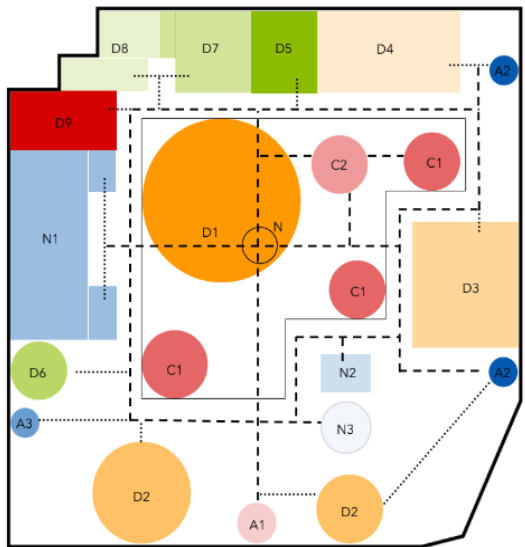


The logo contains the color palette with a simple **circular design** to **emphasize** the **unity** of Haitian and American cultures, as well as a **woman dancing** Yanvalou (Haitian Vodou dance) to **highlight** the celebratory **spirit** of the **Haitian culture**.



CENTRE VIBRAN

A design that causes integration amongst multiple communities and attracts tourism through a cultural, experiential voyage. Some spaces will carry the responsibility for educating the community about Haitian culture and book knowledge. The program offers an increase in education, economic, and health stability. The interior environment will be filled with materials, colors, and design principles that illustrate its vibrant heritage.



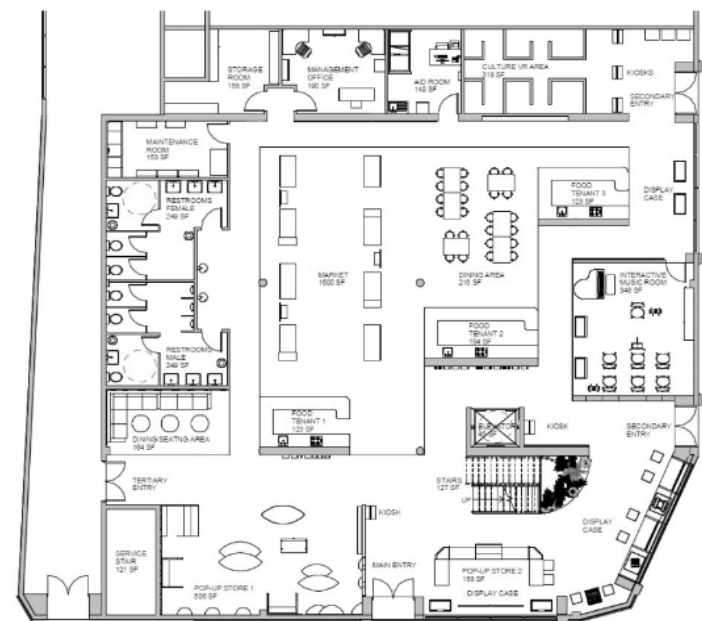
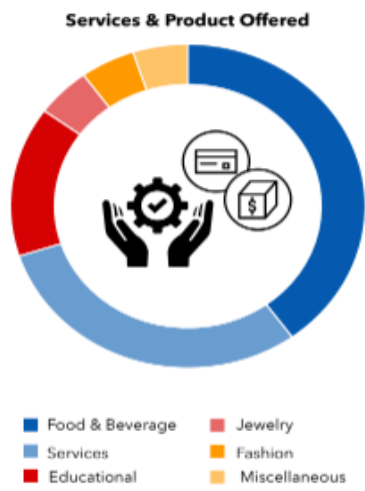
LITTLE HAITI

A strong culture located 10 ft above sea level.
Poor education, clinics, safety & cleanliness.
More community land trust.
Gentrification



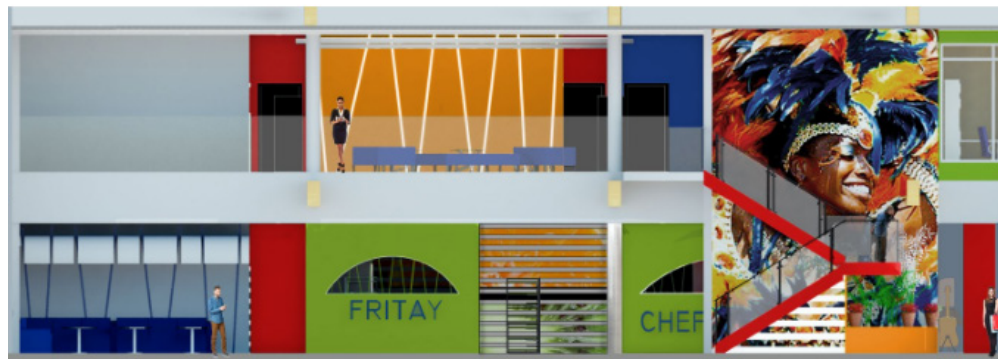
DESIGN DISTRICT

Clean neighborhood, investors & tourism.
Lack of culture integration in businesses & community involvement.
Due to the art events it can create a cultural movement.
Nearby communities' angry riots.



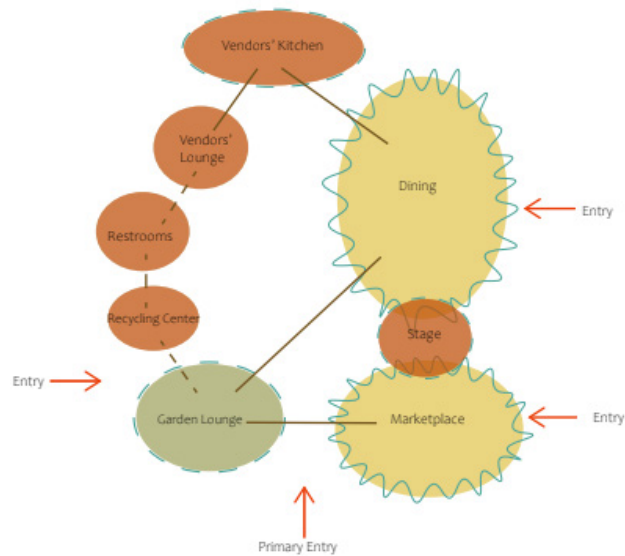
CUSTOMERS' ANALYSIS

Group Segment: Little Haiti residence, Design District residence, and tourist.
Race/Ethnicity: All type of race/ethnicity.
Age: For all ages. An adult should accompany kids younger than 18.

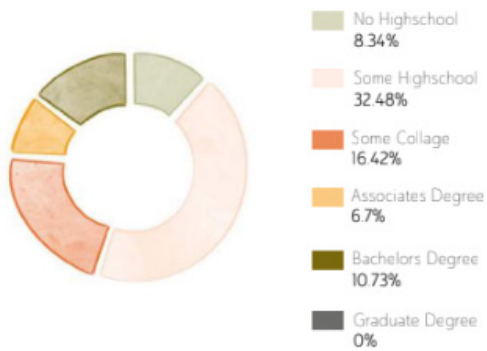


ENKLIZYON

The program calls for a space that reintroduces the community of Little Haiti with the Design District population to create a space where both end of the spectrum, in regards to class, can coexist in one space. Through the use of locally sourced materials like wood, will reflect Haiti’s architecture while remaining sustainable. Nature’s aesthetic use of cool colors and warm light will reflect the Caribbean island of Haiti. Warm color tones will promote a sense of interaction and activity in the spaces. Installations, art, furniture modules, and views emphasize modes of E.I.S, Engagement, Interaction, Stimulation. This will immerse the user into the environment. With a combination of tropical influence, art, beauty, and an environment for work and development, the space is welcoming to any user.



EDUCATION



PROJECT GOALS

Celebrate

-Our first **goal** is to make everything about the **experience** from the moment you walk in, the **culture** will be **celebrated** everywhere. The **energy** of the people, art, the smell of culture from all the **Haitian and Caribbean** flavors, and the sound of **authentic** Haitian culture.

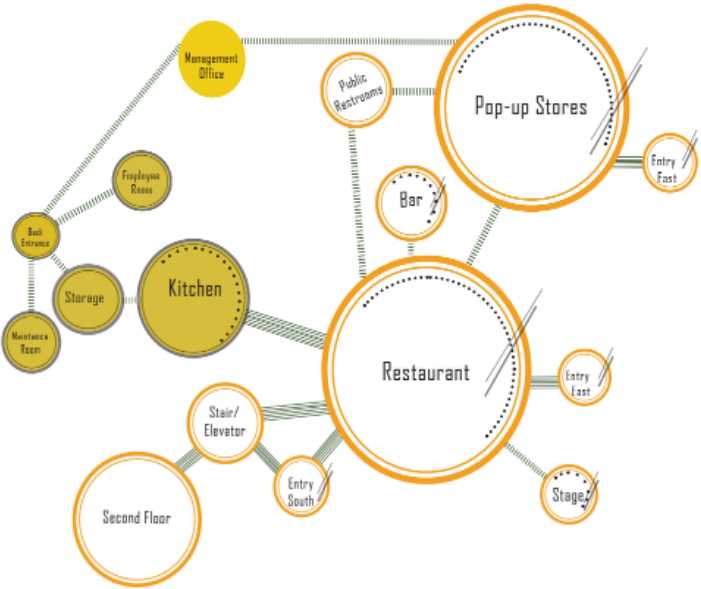
Integrate

-Our second **goal** is to **integrate new people** into the culture by creating a **place** where individual can **come together** to trade, entertain, network, and dine.

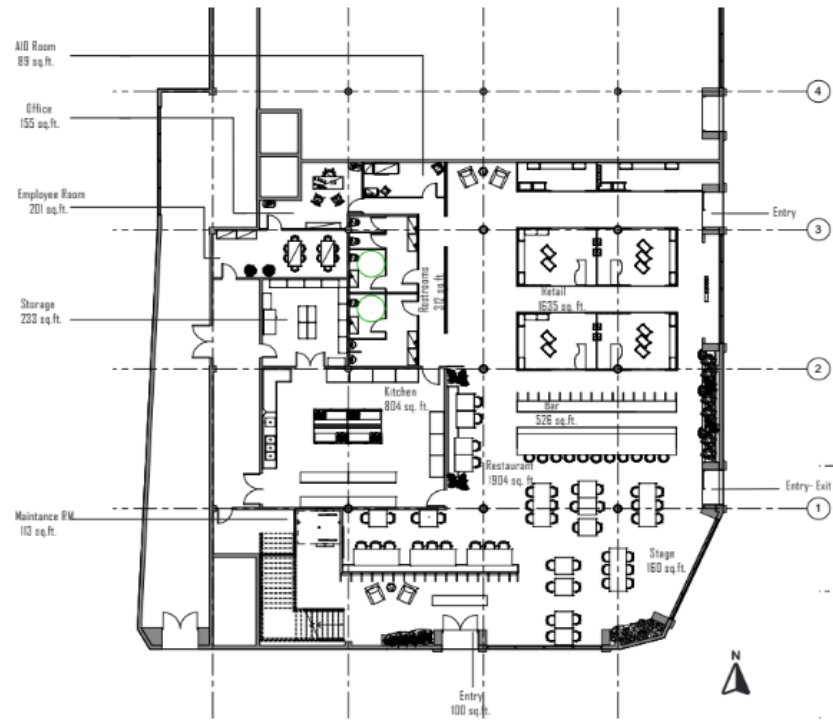


HAITI

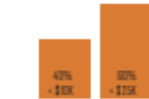
Engender a bridge to communicate and consolidated two different societies, building strength with their own identity. Sailing to their rich and colorful culture through technology, revitalizing the community for a better future for all generations, and alliance for both cultures.



View		Sq. Ft.	
Y	▲	100	Entrance East #2
Y	▲	1904	Restaurant
N	■	804	Kitchen
N	■	233	Storage Room
Y	▲	526	Bar
N	■	113	Maintenance Room
Y	▲	160	Stage
N	■	201	Employee Room
N	■	312	Public Restroom
N	X	89	AID Room
Y	▲	50	Entrance East #1
Y	▲	1635	Pop-up Stores
N	■	55	Back Entrance
N	X	155	Management Office

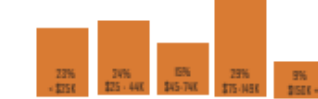


Little Haiti - Demographics



Average Income

Miami Design District - Demographics



Average Income



D4 Residential Studio

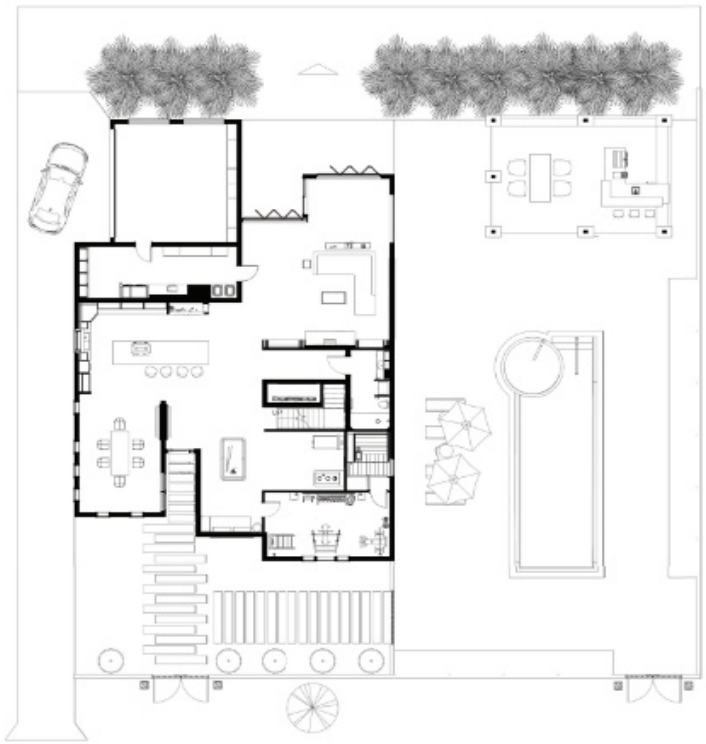
This is an introductory-course for the Interior Architecture Graduate Program. This design studio introduces students to the planning of interior environments, addressing both the contents of the environments and the process of interior space planning. Topics include the making of rooms, the design of effective spatial sequences, functional relationships among project parts, arrangement of furniture, planning effective circulation systems, making spaces accessible, and designing safe environments with efficient emergency egress systems.

Professor: Ramiro Exposito



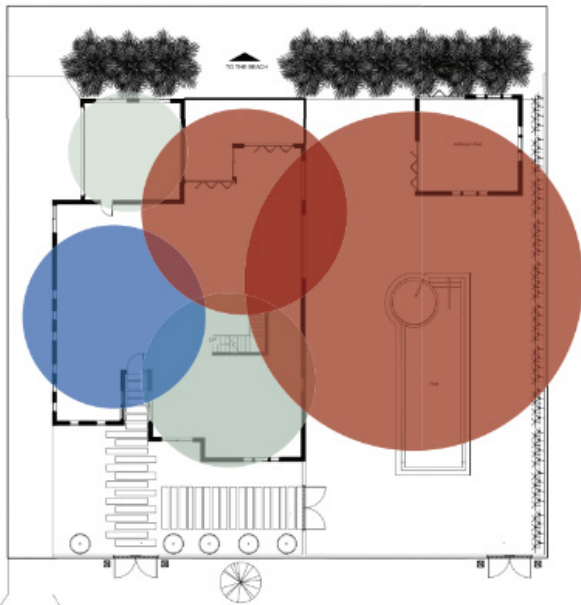
BEACHTIME SERENITY

Located at Biscayne Bay, Florida - this three-bedroom, three-and-a-half bathroom seaside house provides the perfect oasis for the family's love of the beach. The design takes inspiration from neighboring beach houses in the area - where prominent features involve light color palettes and my client's preference for clean and smooth materials. The beach flows into an open interior: where whites, faded browns, pastel blues take after the boundless extent of natural coastline - evoking calmness and peace.

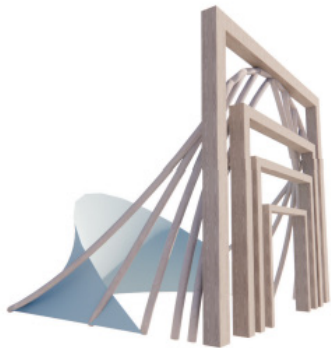


Design Considerations

- Large and open
- Storage - Interior Design equipment, travel, and kitchen
- Large kitchen
- Outdoor kitchen and dining
- Gym

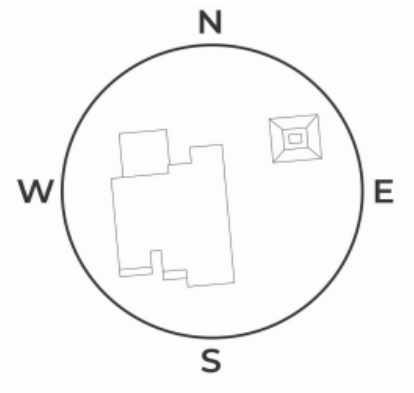
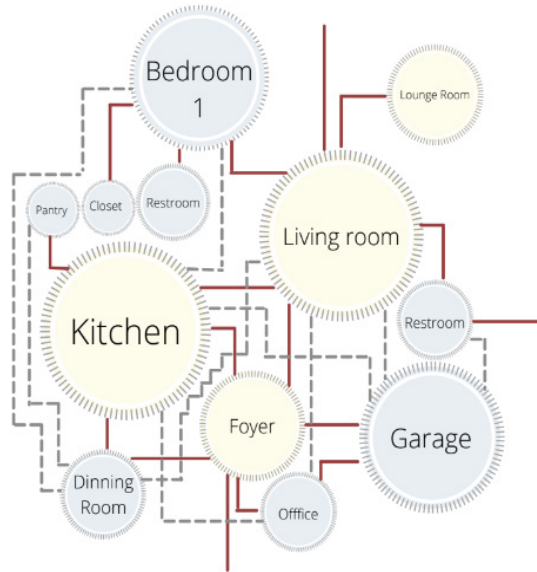


South-facing wall section | 12 pm



ORGANIC HAVEN

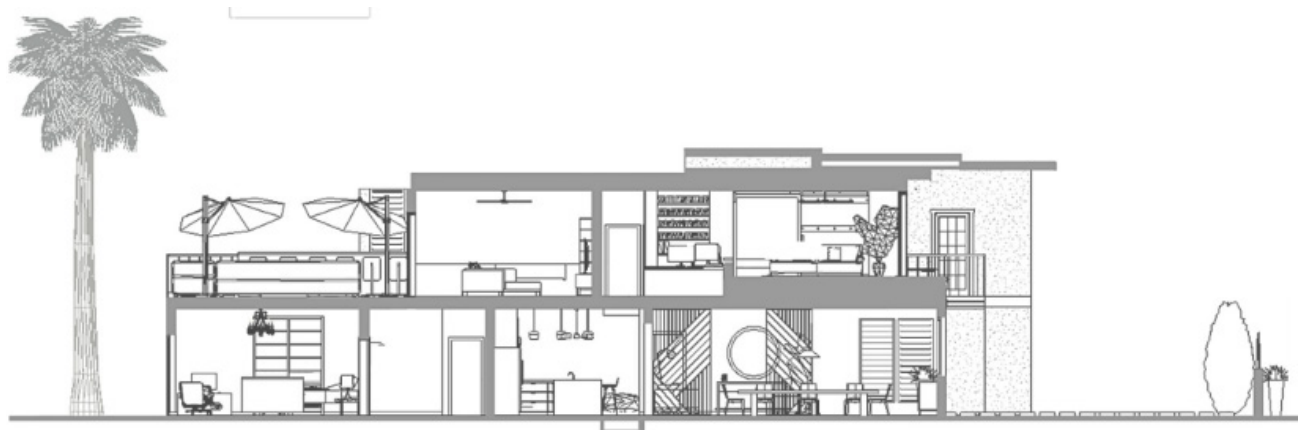
Inspired by my client’s love for integration with nature, the design will be constructed around the idea of providing an atmosphere of quiet, peace, and private living. The structure should feel like a place to call home while evoking an illusion of being one with nature. Cherishing the feeling of a quiet space close with the outside environment evokes a sense of wonder within the structure. Prioritizing these considerations as well as light and raw materials, in quiet airy space exudes inspiration from Polynesian design with a modern touch. Located in Miami Beach, the program is a two story, three bedroom, four bathroom house, with special accommodations that include 3 exterior balconies, a pool, and a meditation room.



Program

Design Requirements

- Kitchen
- Dining area
- Living area
- 3.5 bathrooms
- 3 Bedrooms (Min)
- Laundry
- Garage



D3 Public Space Studio

This course explores site, building, social, cultural, and environmental issues that generate spatial and programmatic responses in designing interior architecture. Students conceptualize interior spaces using mapping, models and various drawing types. Focusing on environmental possibilities, students will experiment with different ways to manipulate interior space.

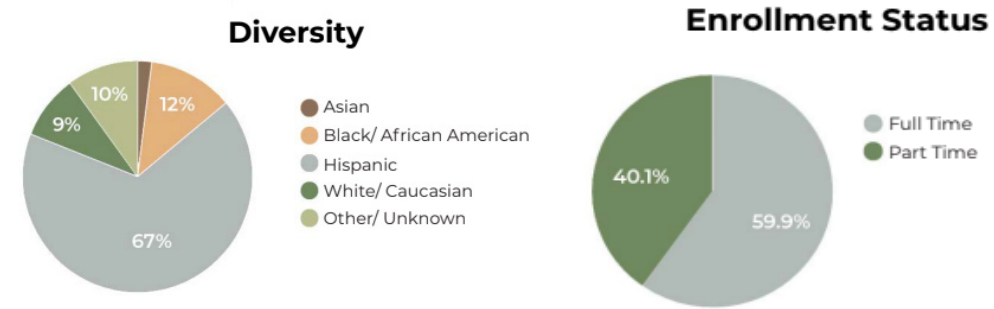
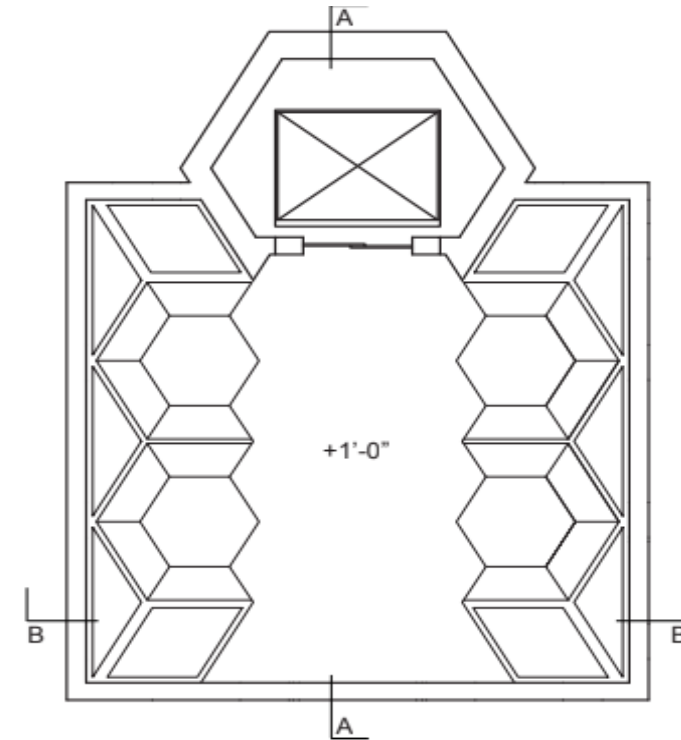
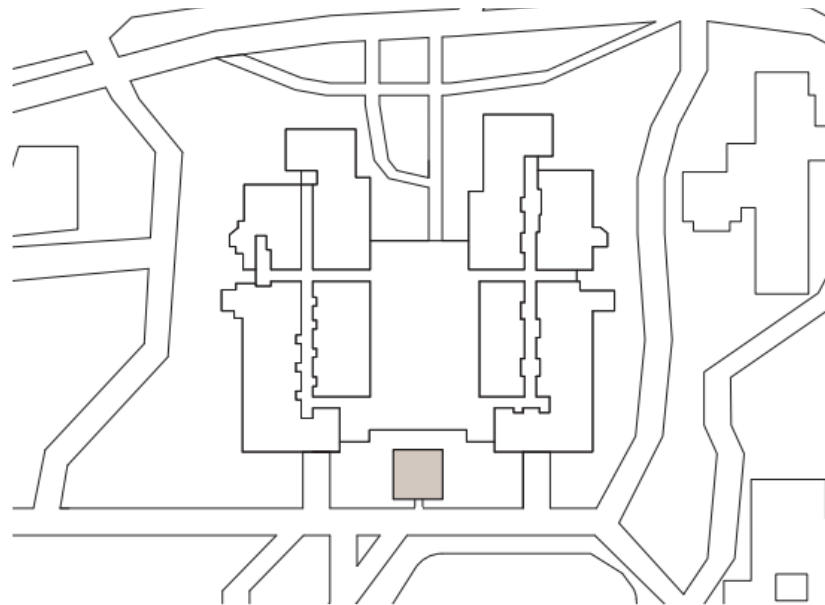
Professor: Marcia Lopes de Mello





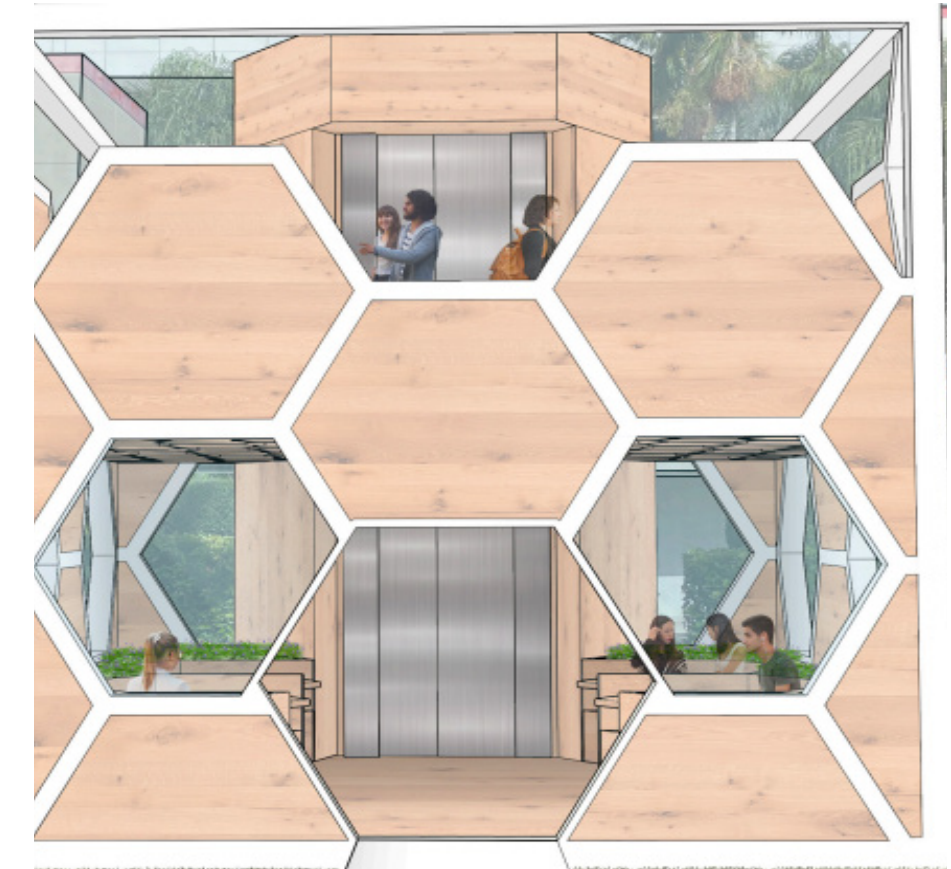
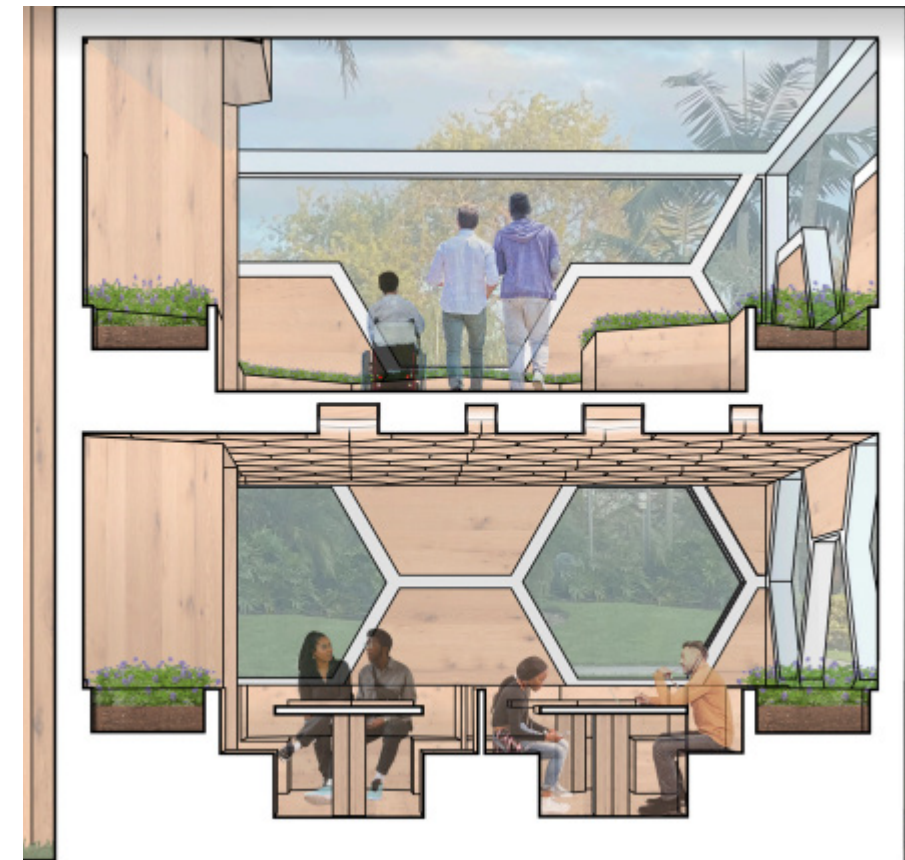
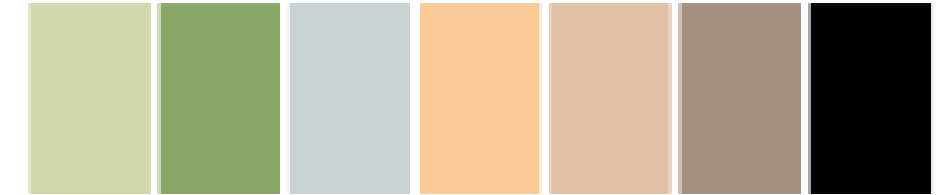
HEXSCAPE

Located directly next to FIU's Palmetum, the Green Library lake, the College of Arts, Sciences & Environment building this Pop-Up will cater the focus population. Through creating an intellectually vibrant design that supports inclusiveness along with sustainability, an interactive, educational design is the best way to promote diversity. Through community engagement and an accessible design, all students of Florida International University will have an opportunity to collaborate in this Pop-Up Center.



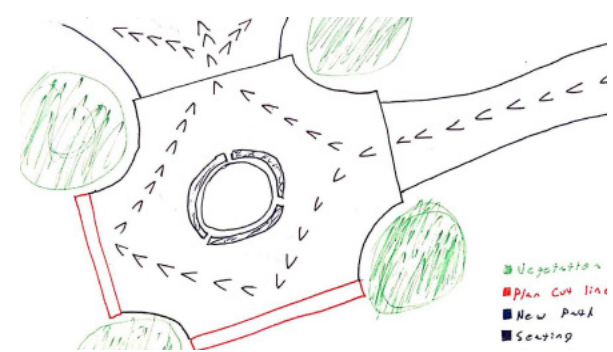
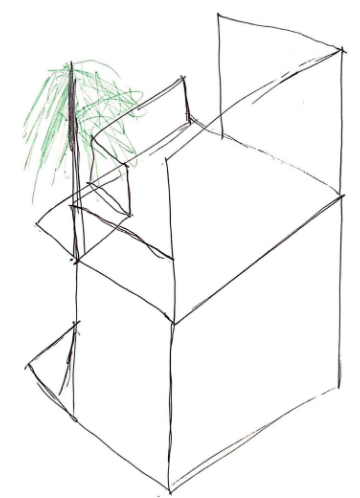
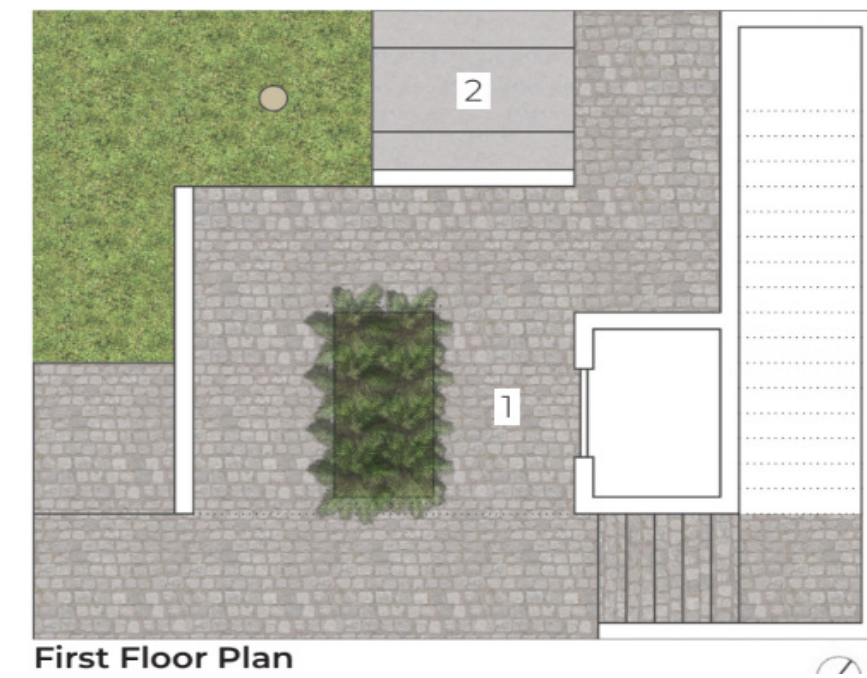
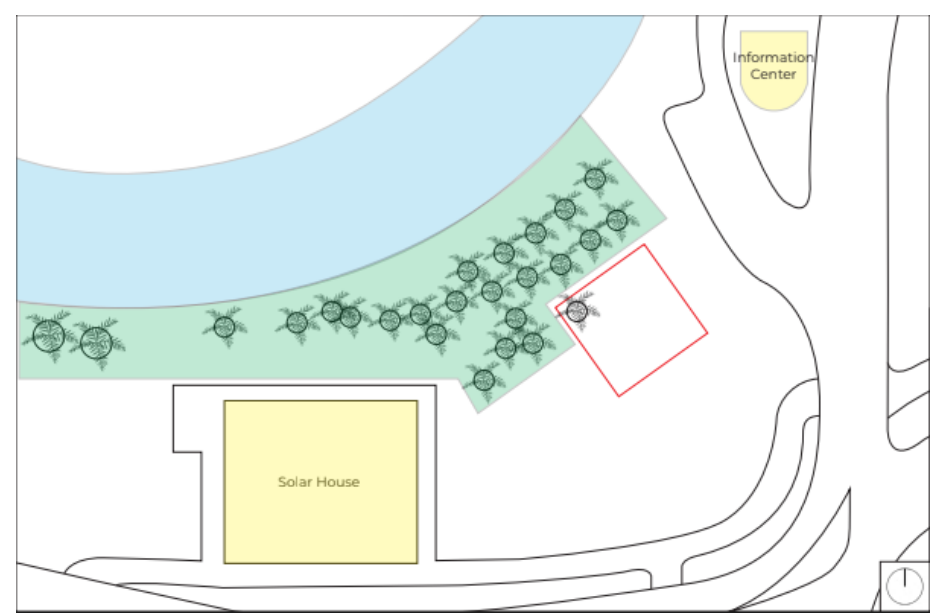
Office of Inclusion, Diversity, Equity, & Access
Client

"Committed to building an academic community whose members represent and embrace diverse culture and backgrounds that reflect the multicultural nature of our global society."



CHARLES HENINGTON CENTER

The Henington Island pop-up pavilion will focus on vegetation and the history of Charles Henington whom the island was dedicated to. Henington was the former superintendent of grounds and landscaping at FIU until his passing in 1987. Much of the lush vegetation at FIU is there because of him. Thus, this pavilion will be a celebration of vegetation and Charles Henington. It will be built in between the palm trees facing Henington island, and the pavilion will include plaques describing Henington's work and history.



Office of University Sustainability
Client

“The office will encourage environmental stewardship by instilling best practices that are sustainable, economically feasible, and socially just.”





IAR



Florida International University
Interior Architecture
Folio 2020-2021