



# Design Portfolio

Andrew J Levy  
2013

# Contents

- *254 E. Beaver Mixed-Use Renovation*
- *Via Giulia Museum Design*
- *Penn Stater Hotel*
- *Tattoo Parlor Design*
- *Biobehavioral Building Lighting Redesign*
- *Light Structures*
- *Marketing Office Lighting Design*
- *The Ten Unknowns*
- *Personal Sketches*



# 254 E. Beaver Ave Mixed Use Renovation

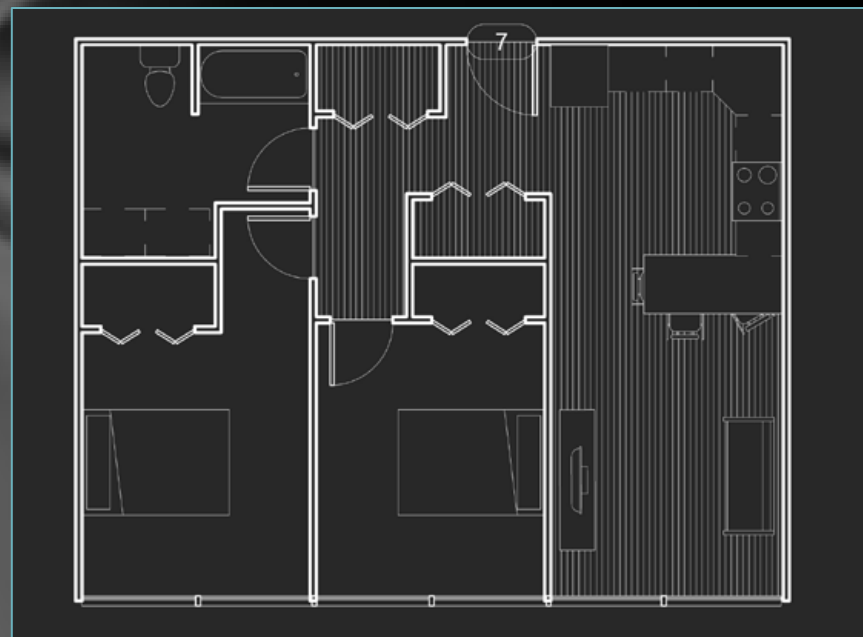
The location of 254 East Beaver has been plagued by disrepair for a while, and as part of an effort to improve downtown State College, the borough has presented the 4<sup>th</sup> year architectural studio students with the special challenge of designing a mixed use building. Programmatically, the building includes a retail floor, a commercial floor, and apartments, along with an underground parking garage, accessible to the patrons of the building.

My studio group was chosen out of our class to be a part of the final four designs. These four groups presented to a panel of judges, including architecture professors, members of the board for this site, and borough city planners. Of these final four, our group was awarded First Place, as the best design of our entire studio.





2 Bedroom Apartment

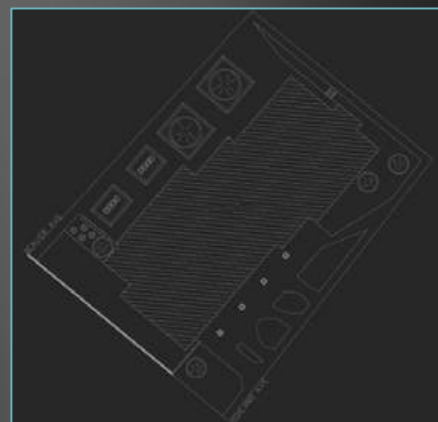


4 Bedroom Apartment



3<sup>rd</sup> and 4<sup>th</sup> floor plans (repeated for 5<sup>th</sup> and 6<sup>th</sup>)

Site, 1<sup>st</sup> and 2<sup>nd</sup> floor plans



Light Green  
2 bedroom  
apartments

Dark Green  
4 Bedroom  
apartments

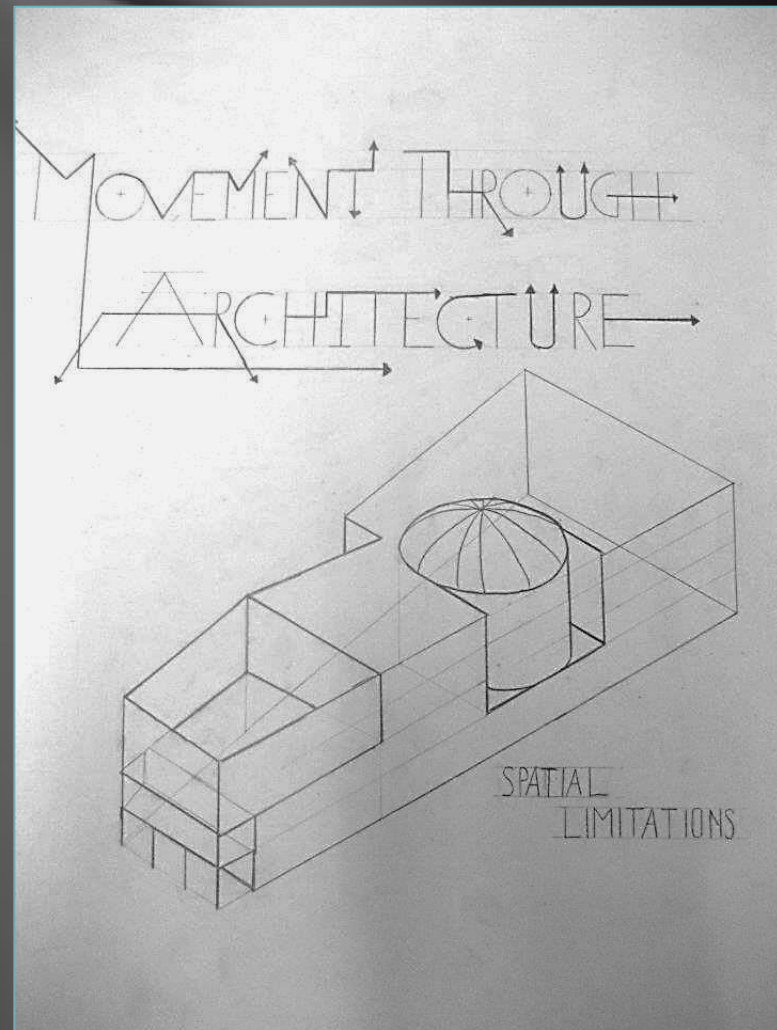




# Via Giulia

## Museum Design

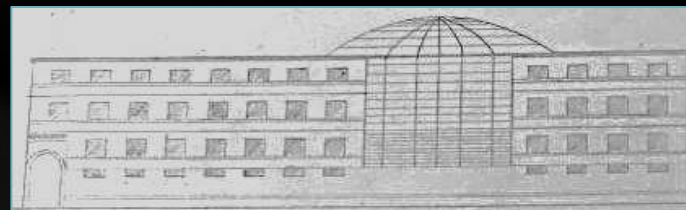
The following are pictures taken of our 7 week long design process, including our group's final product. Everything in this design studio was done by hand.



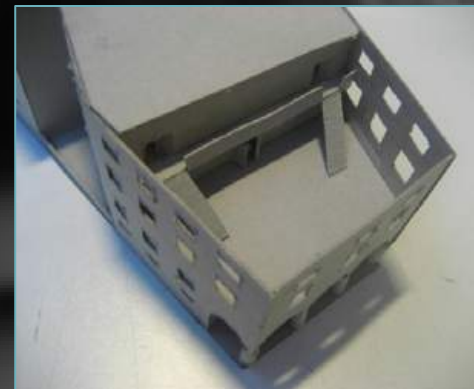
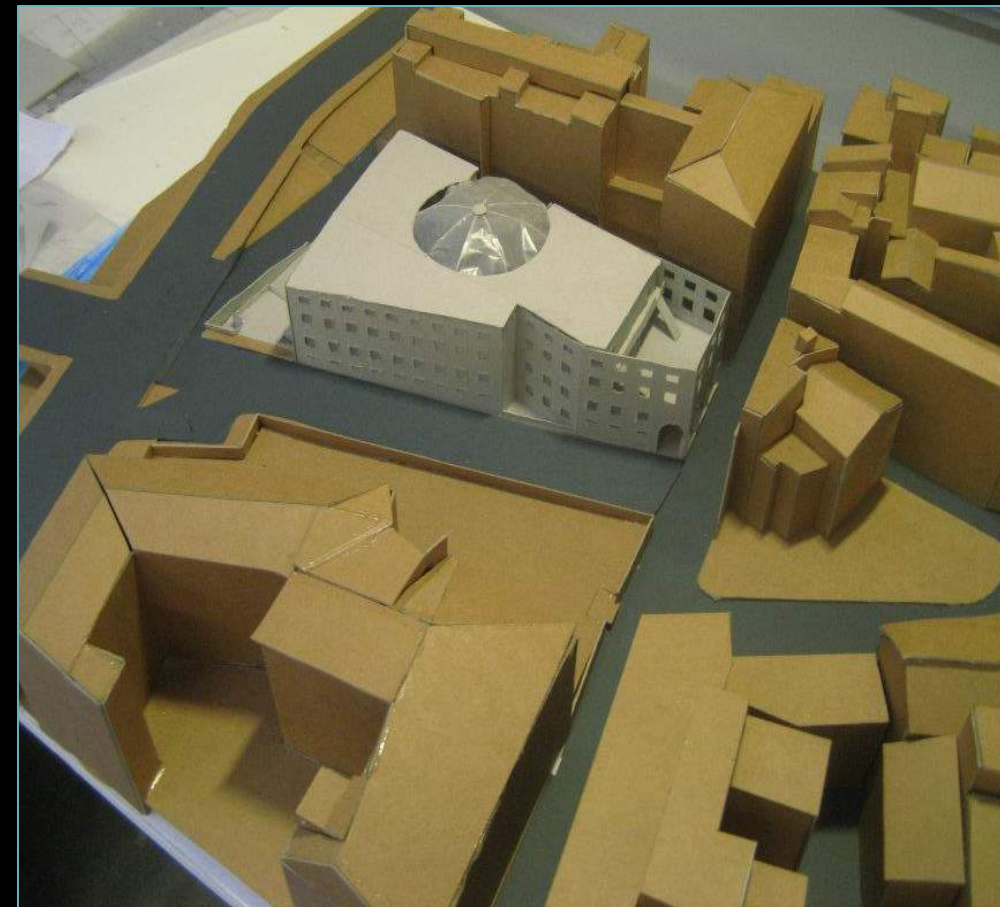
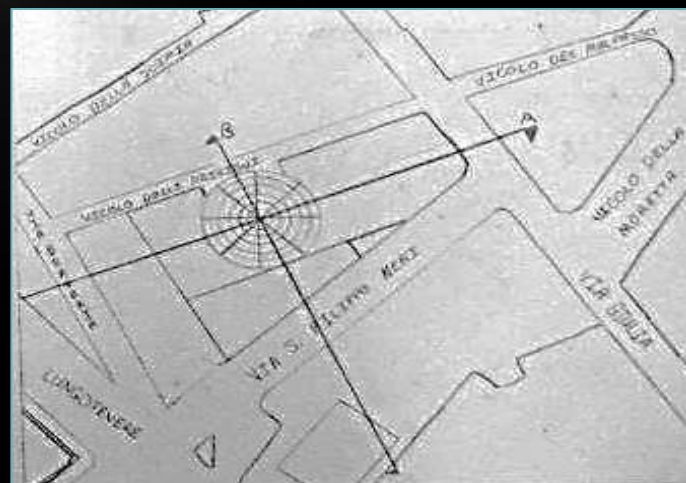
## South Elevation



## North Elevation



## Site Plan





# Penn Stater Model

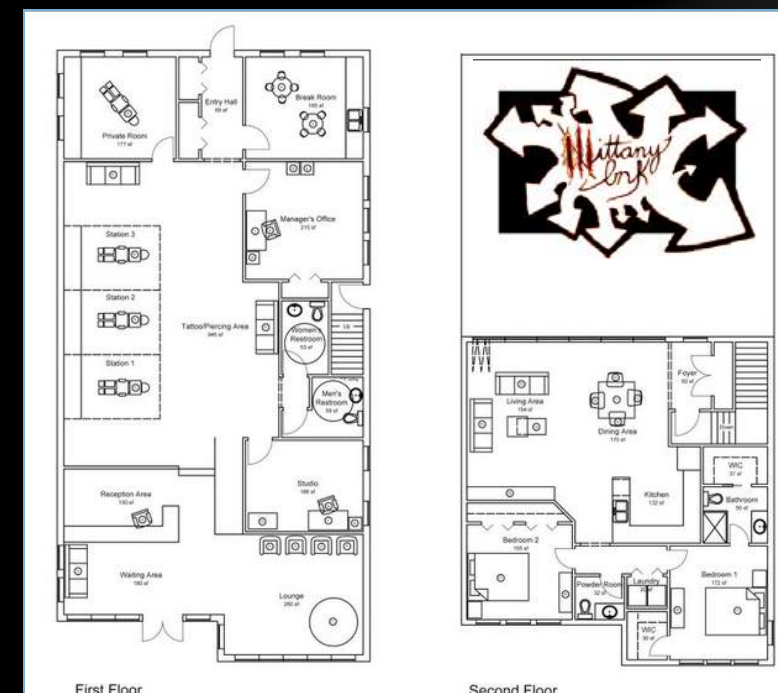
# Tattoo Parlor Design

For our AE222 class, we were introduced to, and learned to use, Revit Architecture. These are some renderings and pictures of the Penn Stater Hotel, for which I created a Revit Model.



Image from Bing Maps

In second year studio, our design project was to build a downtown shop for a specific type of client, with a second story apartment for the owner to live in or rent out. The client I was assigned was a tattoo artist. This is the final design of the tattoo parlor and above apartment, with special attention paid to the façade and green roof, to fulfill the clients requests.





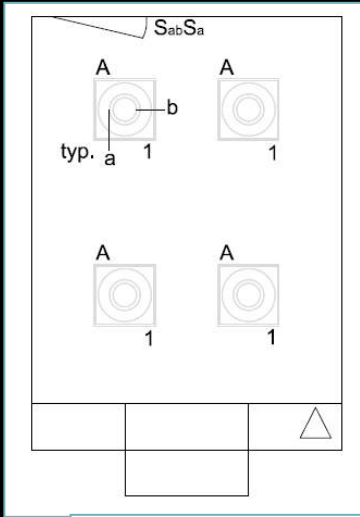
# Biobehavioral Health Building Lighting Design

Below are a series of AGi32 renderings for an assignment in AE311. In this assignment, we were tasked with redesigning the lighting systems of the Bio-Beahvioral Health building, currently under construction on campus.

Corridor



Typical Office

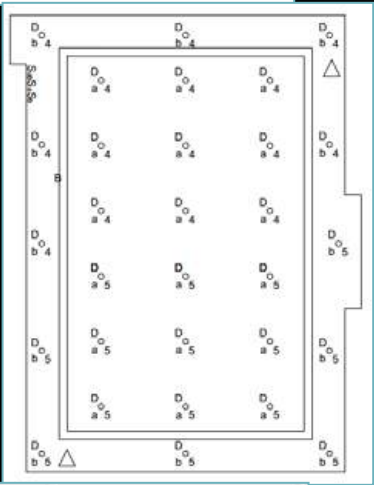


Typical Office

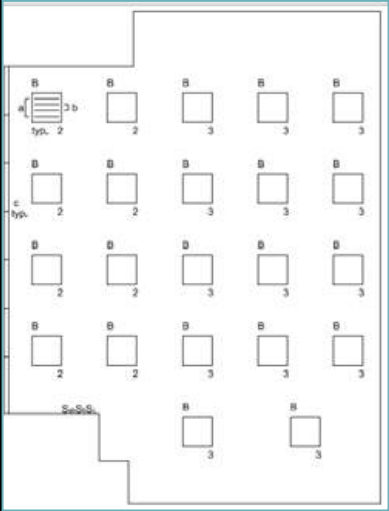
Conference Room



Conference Room

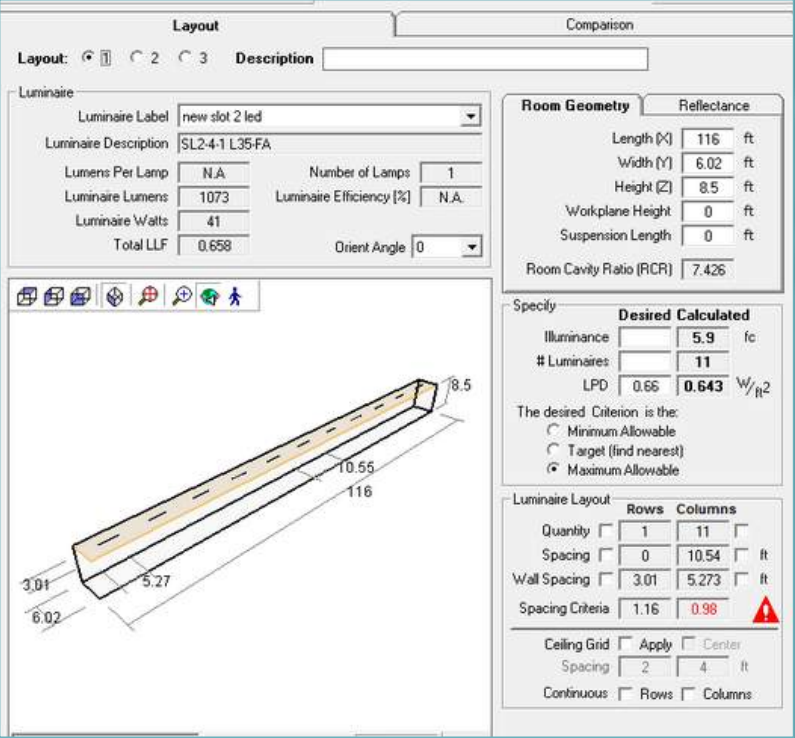


Classroom

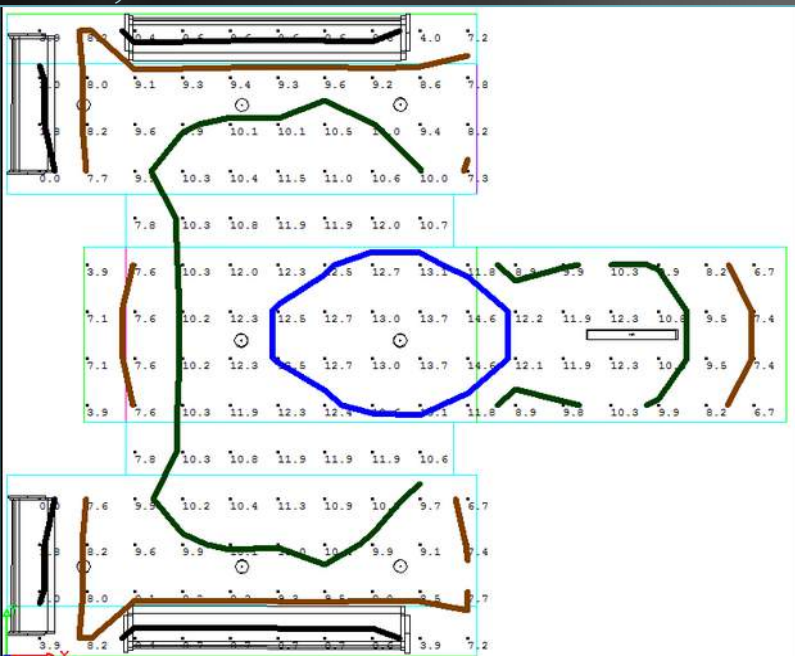


Classroom

Corridor

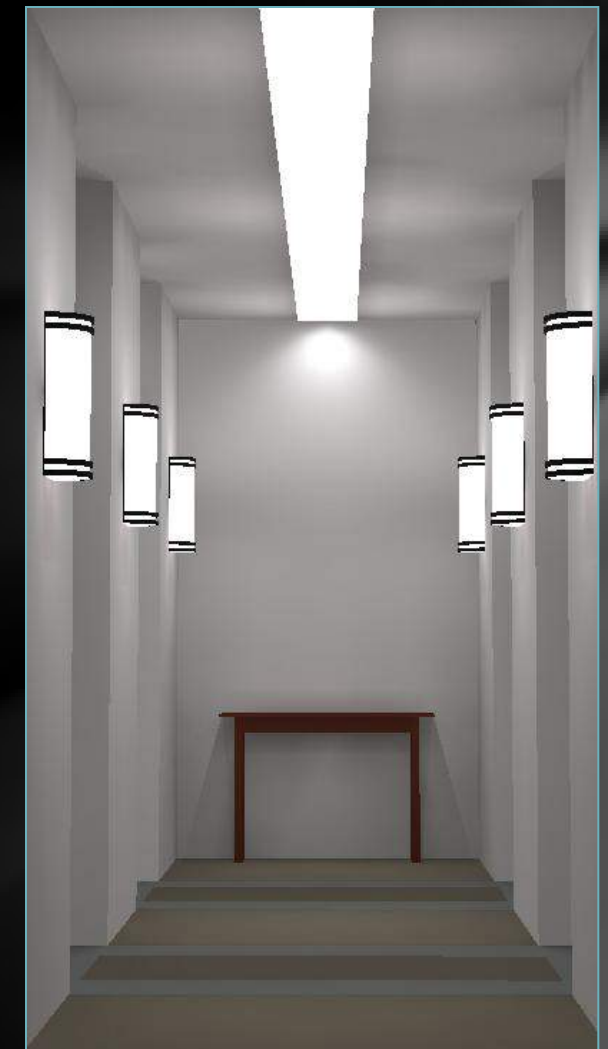
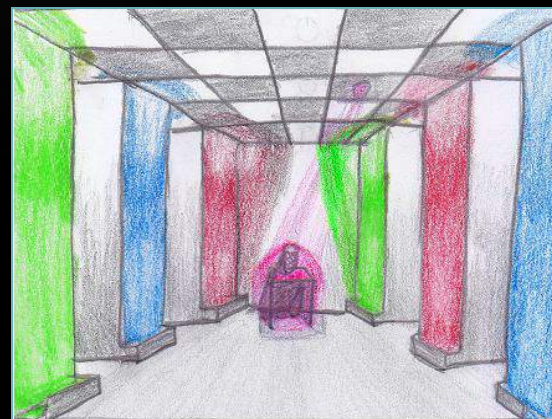
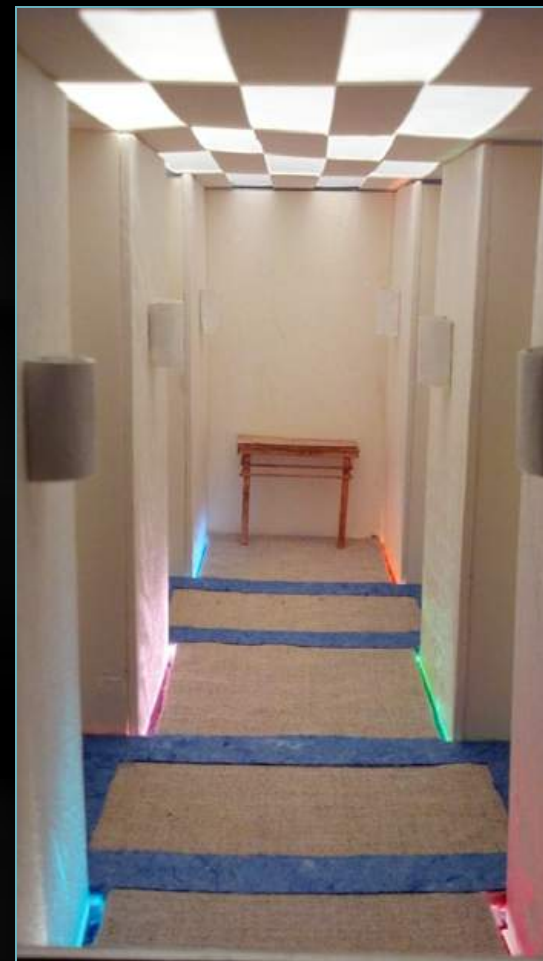


Lobby



# Light Structures

A typical lighting design is based around how a space should feel or a tone that it wants to portray. In AE461, as part of a Flynn Mode study, I created two lighting design concepts for a hotel hallway. In each of these iterations, the designs take opposing tones, one being Festive and the other Somber.



In each of these designs, there were three different iterations, which influenced the design process. The final process can be seen here, from initial sketches to physical (lit) models, to an AGI rendering.



# Marketing Office Lighting Design

An up and coming marketing firm, "Fast Frog Marketing" wanted to have an updated lighting design for their office. In order to reflect their youthful, energetic clientele, they tasked our AE461 class to create a lighting design.

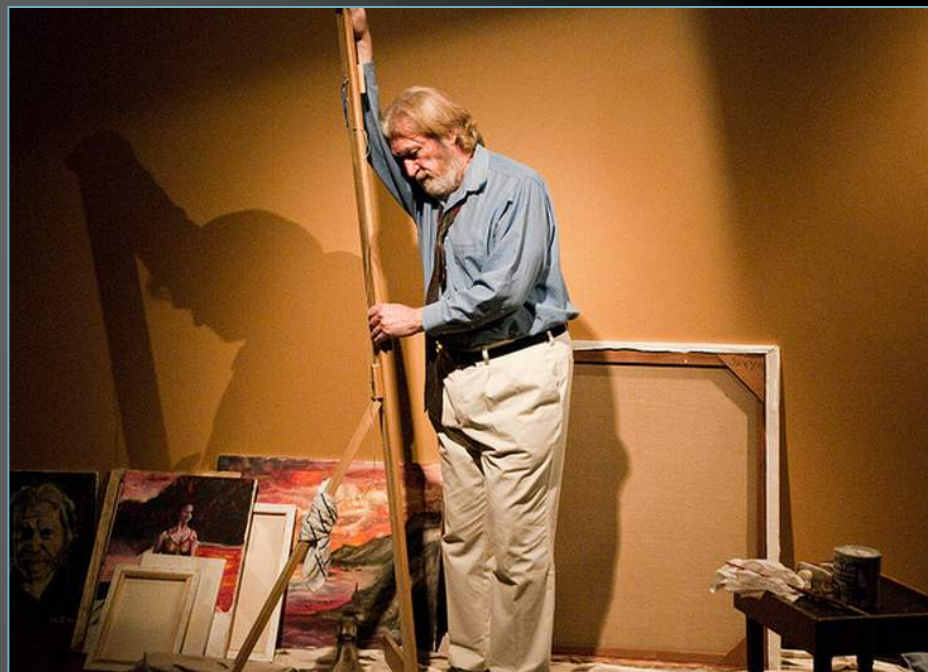
Our design concept of "Light vs. Geometry" was sparked by the existing building's architecture, and the simple shapes of reduced geometry remove visual clutter and reduce distractions. Some inspirational images are included to the right, with our chosen color theme. This conceptual approach to the lighting design yielded a modern, youthful approach to meet the company's desires.





# The Ten Unknowns

My strong interest in theatrical lighting design was finally realized in a practical application through The Next Stage Theatre Company. I was hired to design the lighting concepts for their production of The Ten Unknowns, a small 4-person play. This presented special challenges because it was in such a small setting containing a limited number of instruments with which to light each scene (16 fixtures), and because the stage was surrounded on 3 sides by seating.





# Sketches

## Rome

