



DESIGN & GRAPHIC PORTFOLIO

LANDSCAPE ARCHITECTURE

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Foreword

The following pages represent the work generated in the Landscape Architecture (BSLA) Program of Arizona State University from Spring 2005 to Spring 2008. My greatest gratitude goes to all the teachers, friends, class mates and family members who supported my work and effort.

Juan Antonio Rodriguez Martin

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* ADE: ARCHITECTURE STUDIO CLASSES

* PLA/LDE: LANDSCAPE ARCHITECTURE STUDIO CLASSES

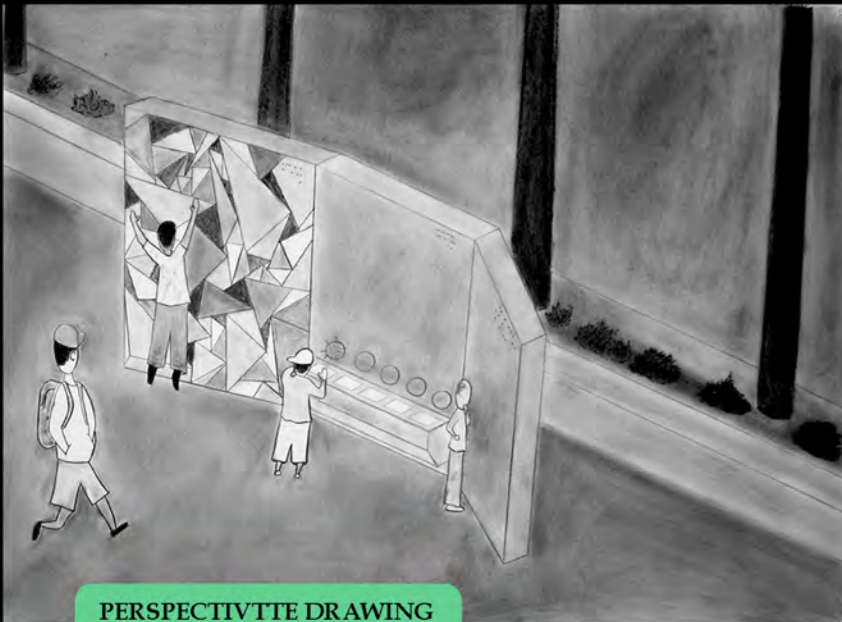
THE BSLA WAS COMBINED WITH STUDIO ARCHITECTURE CLASSES (ADE) BY THE 'ARIZONA STATE UNIVERSITY - SCHOOL OF LANDSCAPE ARCHITECTURE' TO PROVIDE THE STUDENTS A BETTER UNDERSTANDING OF ARCHITECTURE FOUNDATION AND PRINCIPLES.

ADE 161 - STUDIO PROJECT I

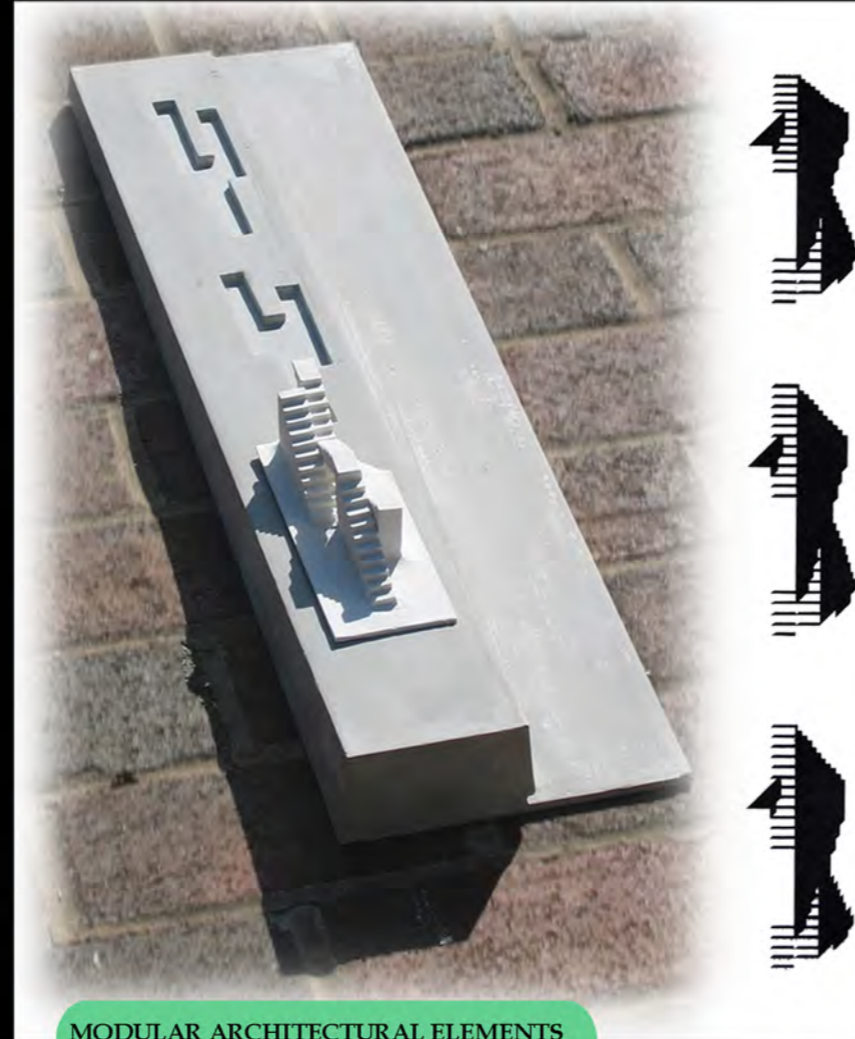
Light & Shadow

A combination of crafting and drawing principles are introduced during the first year of studio. Close emphasis is paid to building details, materials and human perception to building structures.

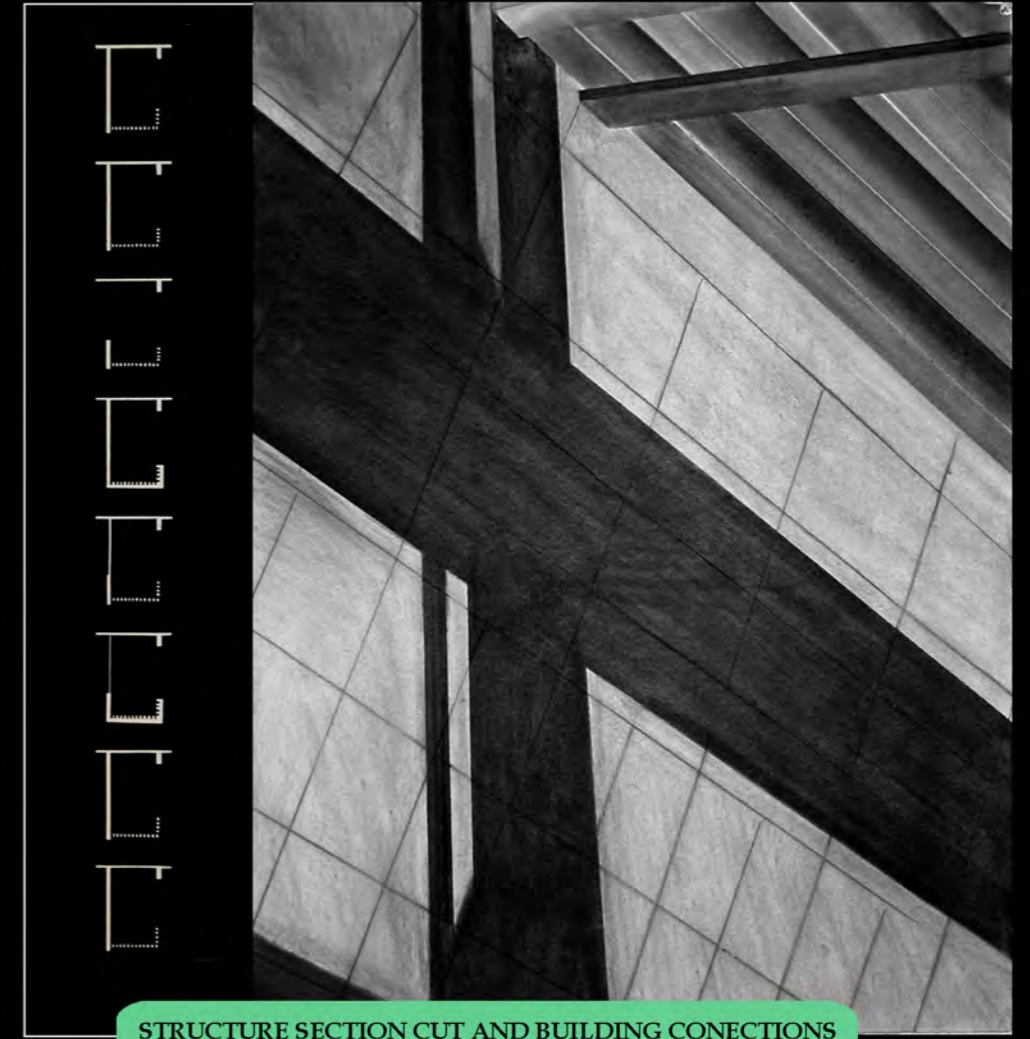
The main focus on paper and model crafting is Light and Shadows (Black & White illustration models).



PERSPECTIVE DRAWING
CHARCOAL & GRAPHITE



MODULAR ARCHITECTURAL ELEMENTS
MATERIALS: B&W PAPER CUT-OUTS (RIGHT)
CAST-IN-PLACE CONCRETE AND PLASTER (LEFT)



STRUCTURE SECTION CUT AND BUILDING CONNECTIONS
CHARCOAL & GRAPHITE

ADE 221 - STUDIO PROJECT I

WALLS & BUILDING CONNECTION

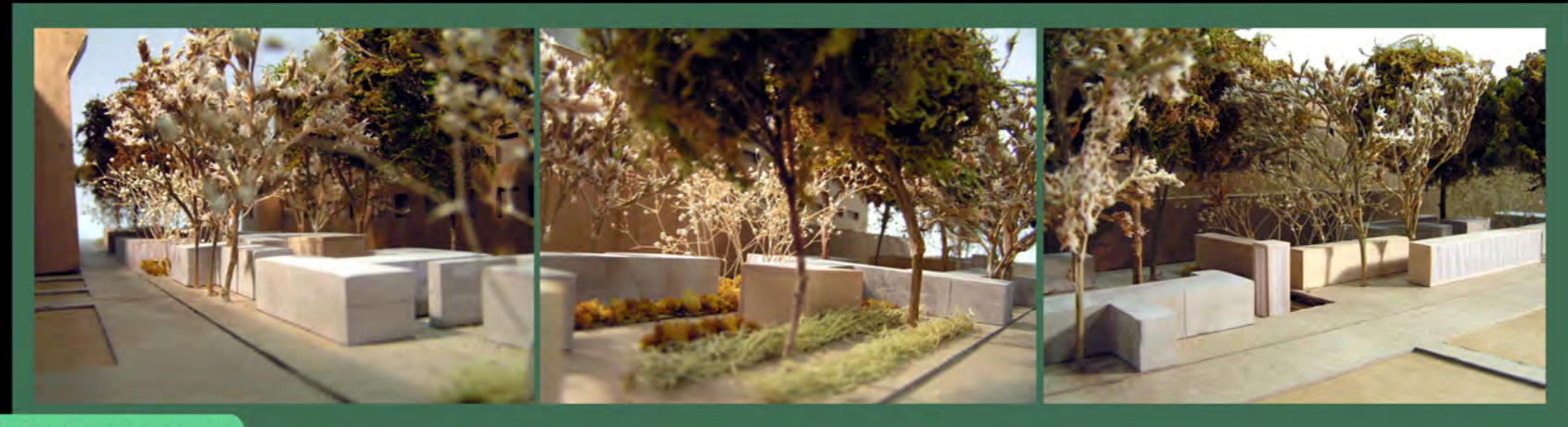
ADE 221 introduces the concept of human interaction to architectural elements (Walls & Buildings)

A lot of emphasis is directed to the way humans move in a site and their connection to the building components.

The semester focuses on a specific site in Arizona State University of 5000² feet with high pedestrian flow. Site elements incorporated in both projects include exhibition spaces, gathering spaces, cafes and restrooms.

The design in project 1 is limited to path connections and pedestrian flow defined by wall structures, whereas in project 2, classical landscape design meets the focal point of the project; a modern building design.

Both projects are illustrated by two 1/8 Scale models using materials such as cement, basswood, cardboard-chipboard, acrylic and steel/aluminum rods.

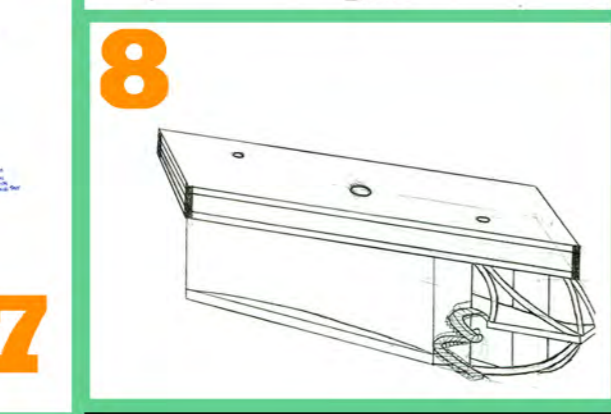
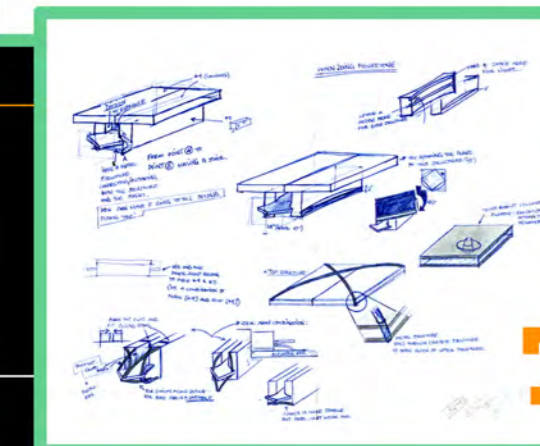
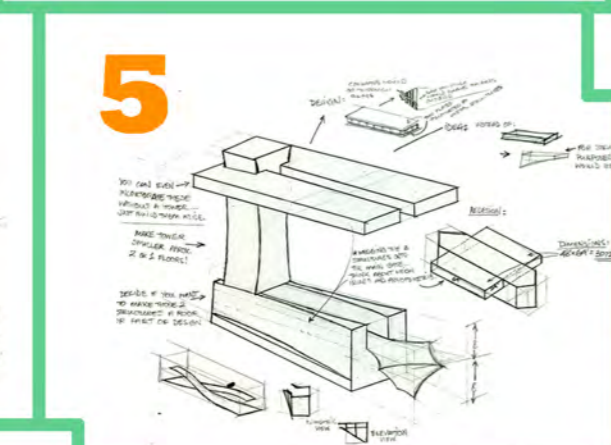
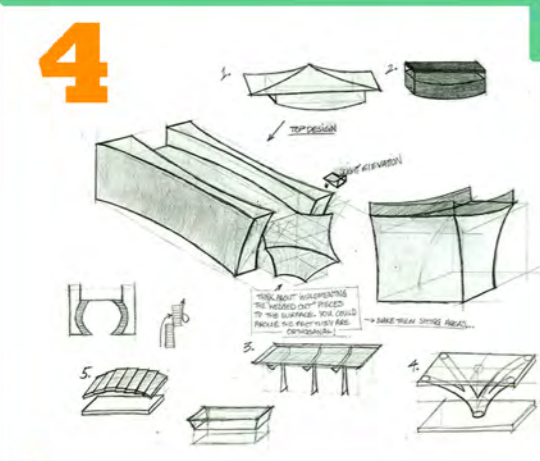
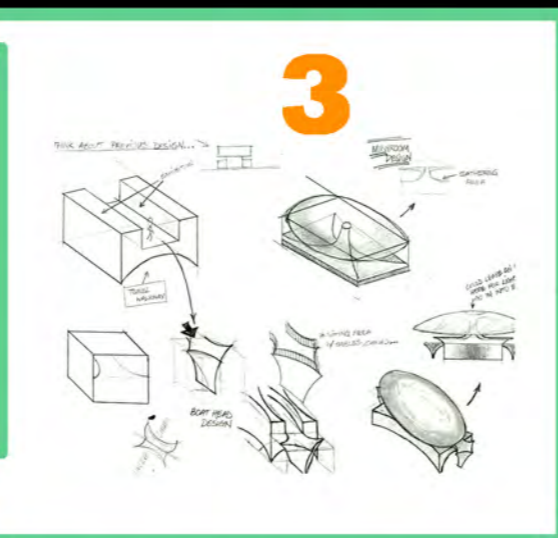
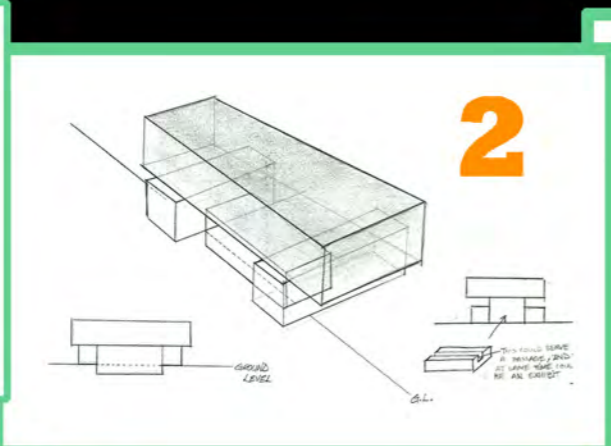
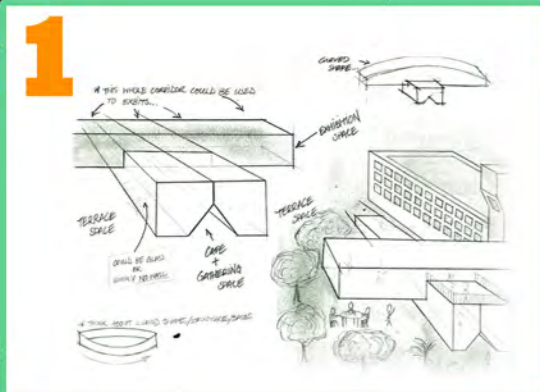


PERSPECTIVE VIEW



SCALE MODEL 46" X 24"
MATERIALS: CARD BOARD, BASSWOOD, POUR-STONE AND GRASSES-BRANCHES.

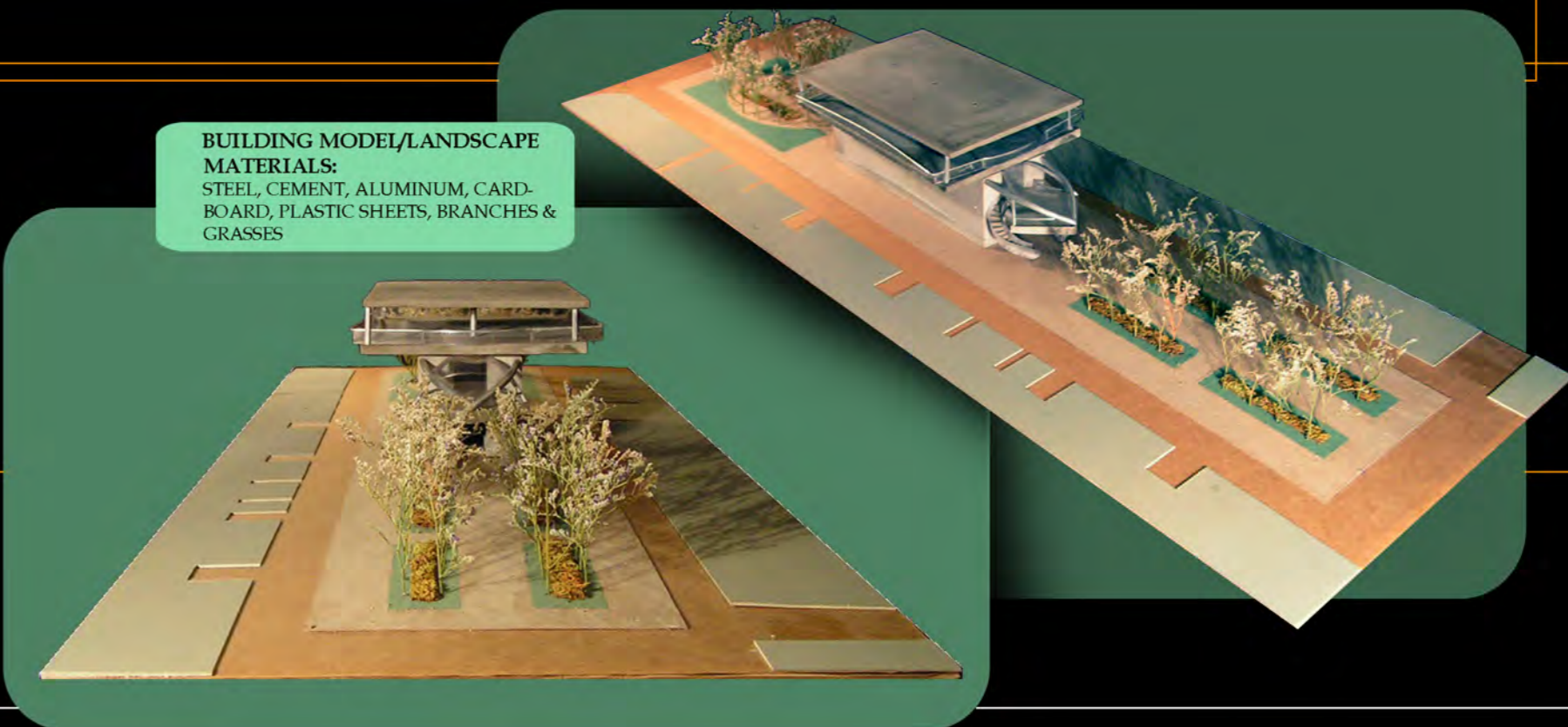
ADE 221 - STUDIO PROJECT II



CONCEPT SKETCHING
BUILDING DESIGN (PENCIL)



PERSPECTIVE VIEWS



BUILDING MODEL/LANDSCAPE
MATERIALS:
STEEL, CEMENT, ALUMINUM, CARD-
BOARD, PLASTIC SHEETS, BRANCHES &
GRASSES

ADE 222 - STUDIO PROJECT I

MAUSOLEUM / CEMETERY

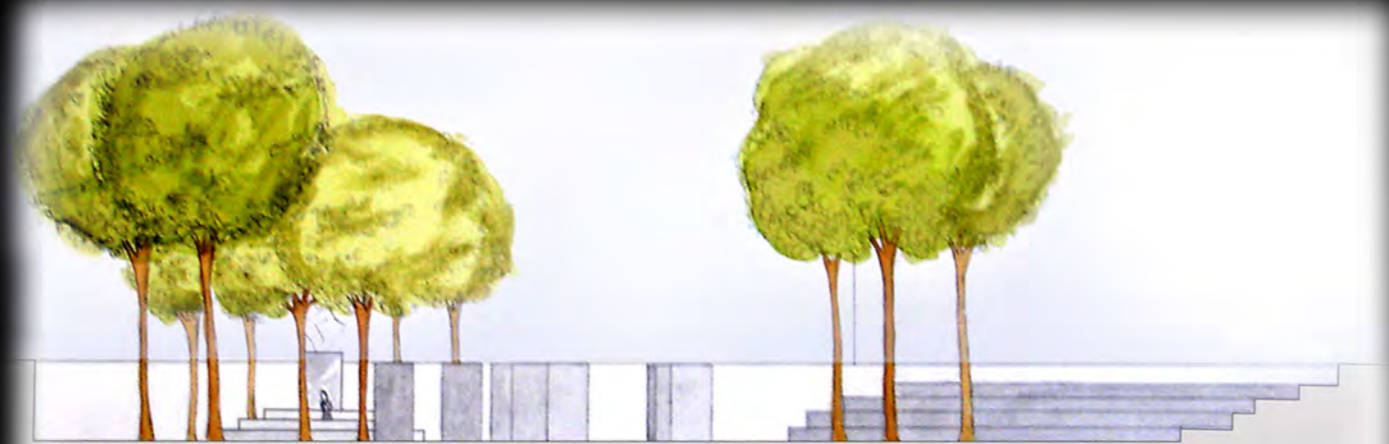
The chosen location for this site was an ancient graveyard degraded by time and space in the Downtown Phoenix Area.

The first project consisted on implementing a new Mausoleum/cemetery design and applying the concept of WALL & BUILDING CONNECTIONS from the previous semester.

The aim of the proposed design was to revitalize the existing site and its history.

Using the same concept, project 2 consisted on redesigning the previous design proposal with the addition of 6000² feet of office spaces without compromising the cemetery's function, purpose and integrity.

Watercolor drawings (sections and perspective) are introduced in ADE 222 and building materials for the projects include cement, glass, basswood, steel/brass/aluminum rods and acrylic.



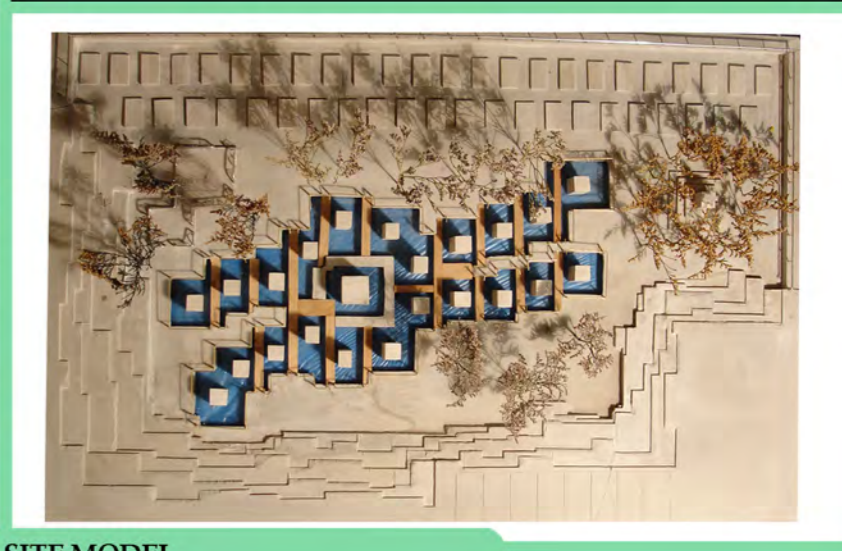
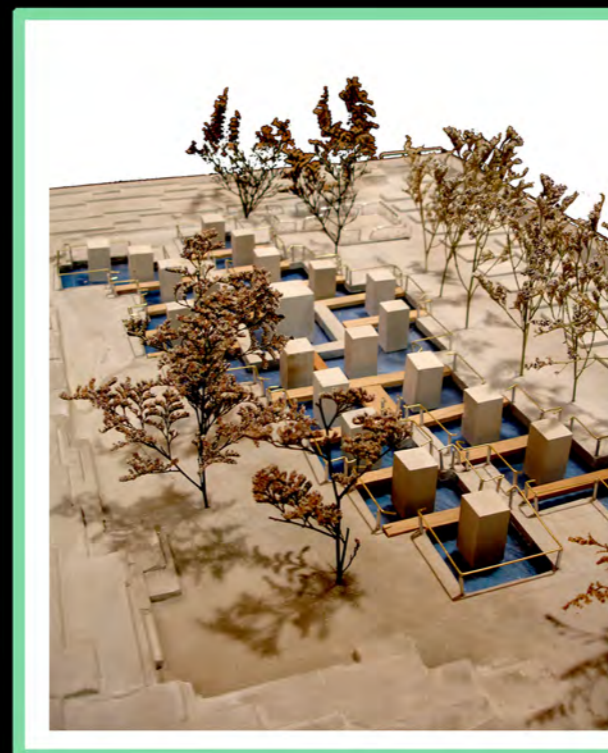
NORTH SECTION ELEVATION OF SITE (TOP)



EAST SECTION ELEVATION



SITE MODEL VIEWS
(NIGHT & DAY PERSPECTIVES)

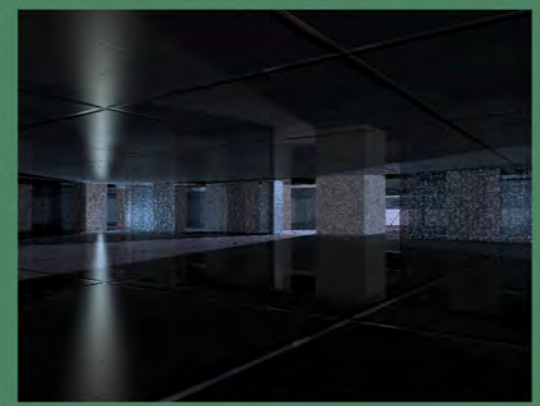
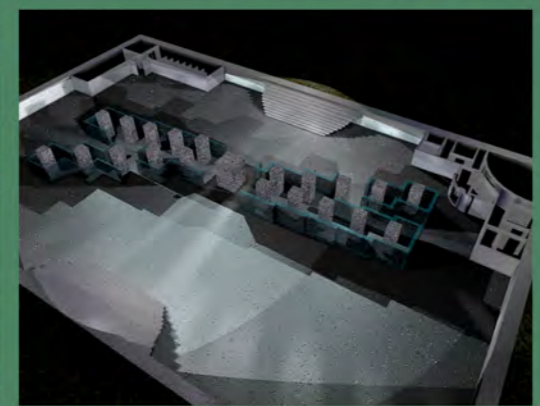
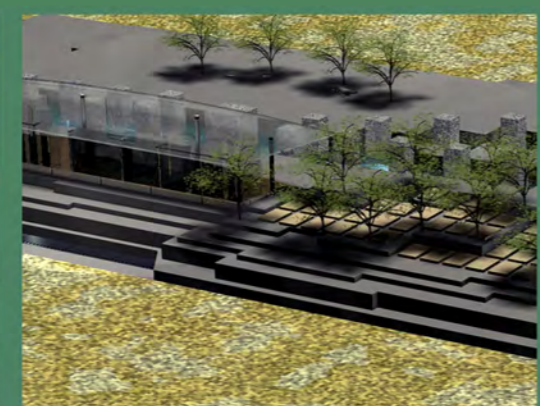


SITE MODEL
MATERIALS:
CEMENT, BASSWOOD, ACRYLIC SHEET, LIGHT
BULBS, BRANCHES & GRASSES

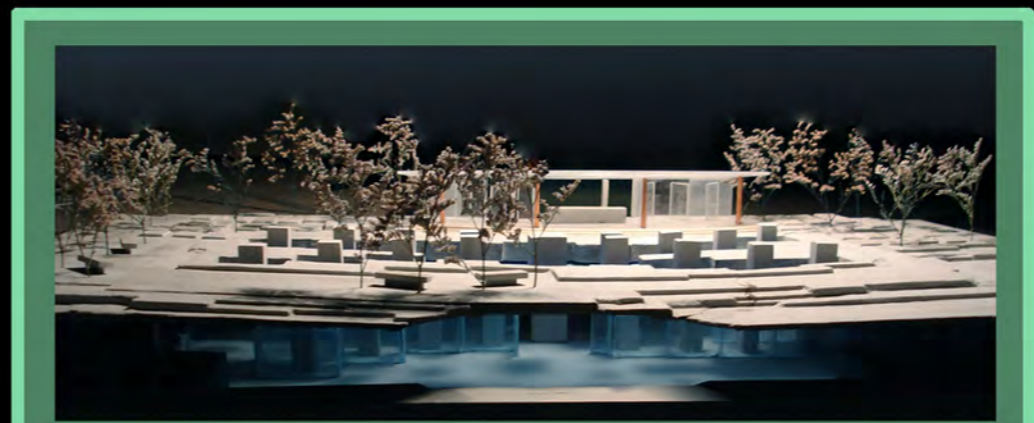
ADE 222 - STUDIO PROJECT II



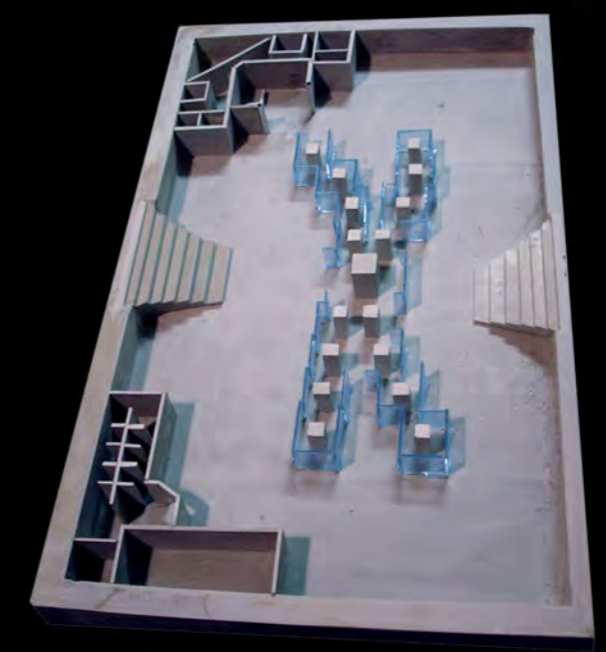
CROSS SECTION ELEVATION WATERCOLOR DRAWING



PERSPECTIVE VIEWS OF SITE
FORMZ RADIOCITY SOFTWARE



MODEL PERSPECTIVE VIEW



MODEL PERSPECTIVE VIEW

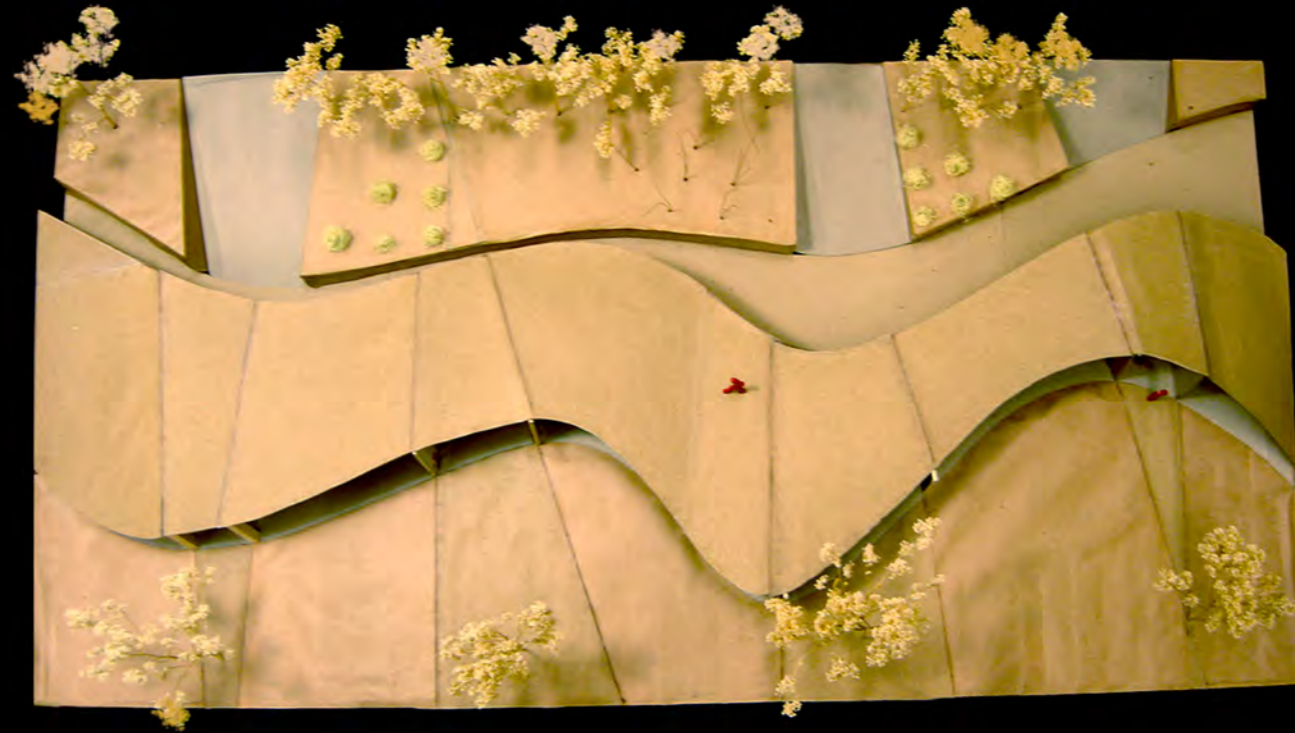


PLA 321 - STUDIO PROJECT I

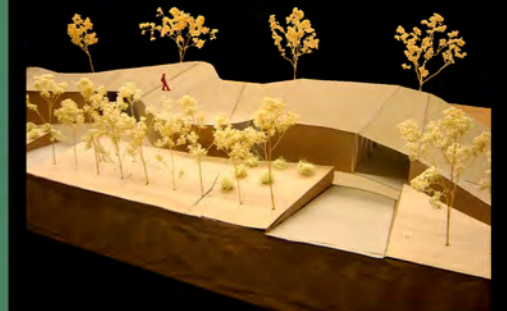
LANDSCAPES

PLA 321 introduces the concept of building forms and landscape design. The chosen site is a parcel located on the rim of Rio Salado (Salt River) in Tempe, Arizona - USA.

The purpose of Project 1 was to design a revitalization Landscape Architecture concept-project for this parcel. The aim was to create a building structure that unified with the landscape, permitting at the same time the access and connection of the public.



SITE MODEL MATERIALS:
CHIPBOARD, BASSWOOD,
BRANCHES & GRASSES



SITE PERSPETIVES (TOP/LEFT)

PLA 321 - STUDIO PROJECT II

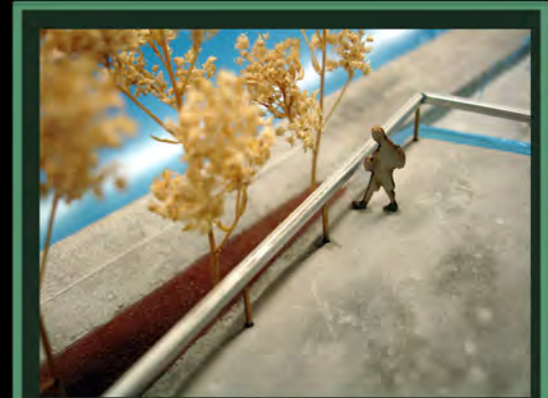
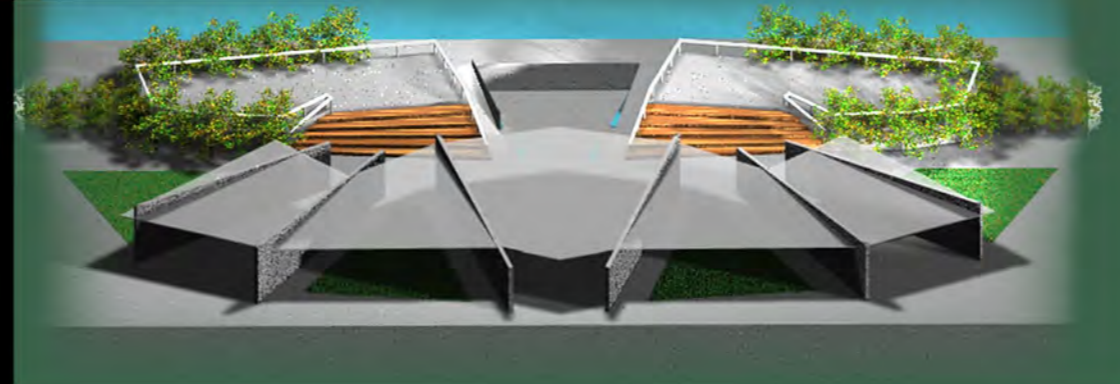
LANDSCAPES

Project 2 consisted on redesigning the landscape and building design from the previous proposal. The proposed plan introduces once again a formal and organized landscape form with a defined building design oriented towards the river.

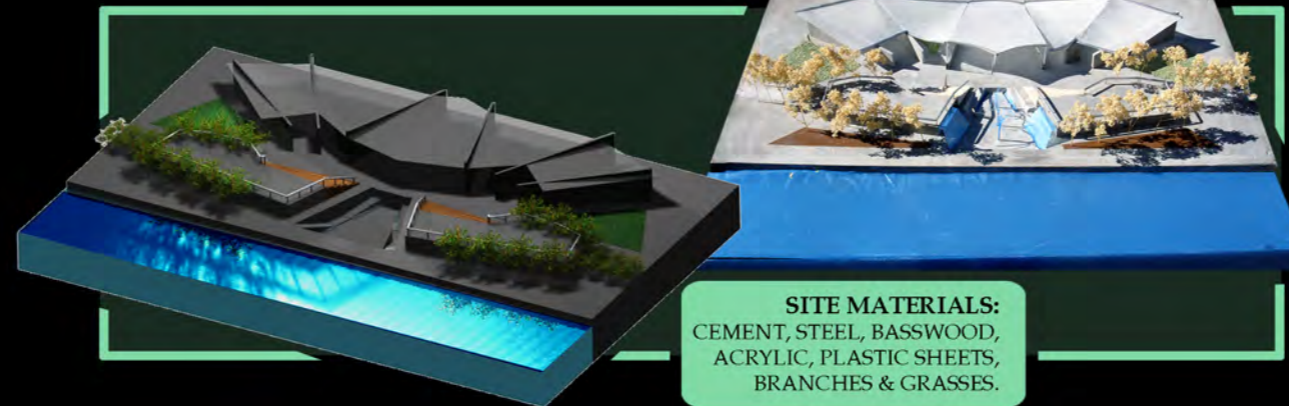
Materials: Cement, Acrylic and metal rods.



FORMZ RADIOZITY 3D & PHYSICAL MODEL PERSPECTIVES



SITE PERSPECTIVES



SITE MATERIALS:
CEMENT, STEEL, BASSWOOD,
ACRYLIC, PLASTIC SHEETS,
BRANCHES & GRASSES.

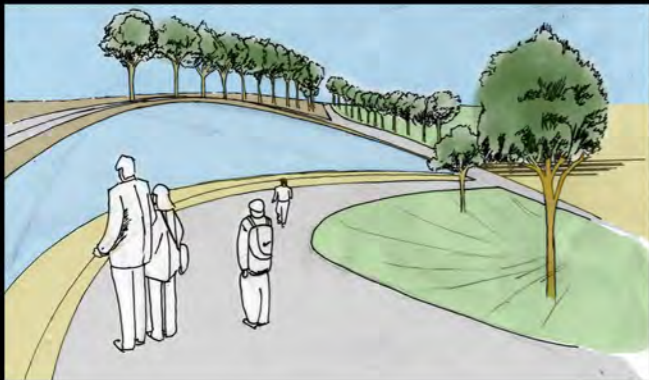
LDE 362 - STUDIO PROJECT I

PARK PLANNING: Scotland Yard Park

LDE 362 introduced a new concept of macro-scale planning. The semester was heavily focused on master planning methodology and sustainable development concepts.

This project consisted on designing an 8 acre Park area on the city of Peoria, Arizona –USA, implementing elements such as Ramadas, Casitas, Playground areas, Sporting fields and other park features surrounding a residential area.

Scotland Yard Park design-concept introduces the addition of more than 50 cork oak trees on the urbanized roads, thus: increasing shading, and residents' privacy and reducing noise pollution. The park, designed on a pot-like manner is intended to create an intimate experience to the visitors and providing a pleasant micro climate offered by the abundant vegetation and water features.



CONCEPT MASTER PLANNING:
PENCIL / PEN DRAWINGS



ASU ARIZONA STATE UNIVERSITY
College of Design
School of Landscape Architecture
Main Campus

Page Title:
Master Plan
Project Name:
Scotland Yard Park
Project City:
City of Peoria

Drawn By:
Juan Antonio Rodriguez Martin
Approved By:
Dean Chambers
Date:
March 7, 2007
Scale:
1" = 30'-0"
Course:
LDE 362

Legend
● Quercus buckleyi (Texas hill country red oak)
● Tamarix aphylla (Evergreen Tamarisk)
● Quercus suber (Cork Oak)
● Brachycton australis (Broadleaf Flame tree)

LDE 362 - STUDIO PROJECT II

RESORT PLANNING: Cottonwood Verde Vista Resort

A proposed Resort project was underway in the city of Cottonwood, Arizona- USA and the ASU-Landscape Architecture program was invited to contribute to the master planning of the project.

With over 50 acres of land, the design proposal should include: 18 casitas, 16 resort rental units, 23 single family homes, 1 retail store, 250 resort room units, 1 restaurant and 4 tennis courts.

Cottonwood Verde Vista Resort is a concept that focused on the preservation of existing vegetation, and building with the land contours and the least amount of earth movement as possible. By doing so, the integrity of the vegetation, land and animal species is not compromised while the project costs are reduced.



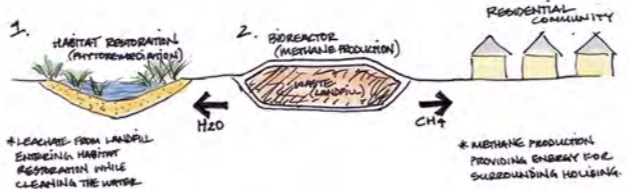
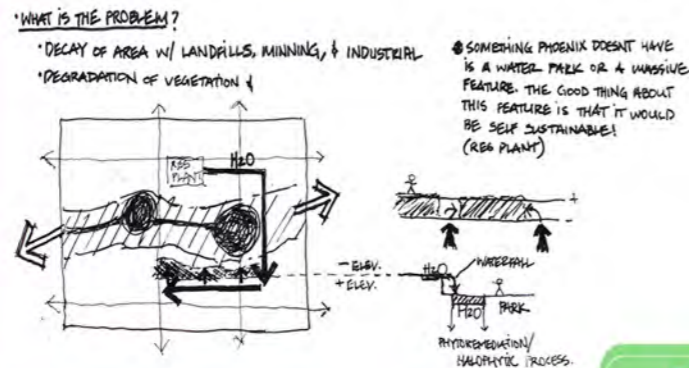
MASTER PLAN
CAD & PHOTOSHOP

LDE 461 - STUDIO PROJECT I

Sustainability & Rehabilitation "NEW ALHAMBRA"

Last semester of Landscape Architecture kept a strong emphasis on sustainability concepts and the studio project aimed to develop a design proposal for a Phoenix Metropolitan area/parcel. Strongly emphasizing on both concepts of sustainability and site rehabilitation I proposed the "New Alhambra", a project incorporating:

1. Urban Agriculture/Farming- Concept which would allow local food production, reduce the carbon print from other products travelling thou sands of miles and increase labor, and revenues.
2. Phytoremediation- The creation of a system where water is used with purpose and for a purpose. Water used in farming and/or collected from roads or waste lands is treated with plants containing these filtration qualities and returned to its source in a clean state.
3. Park-recreation area- Like the Alhambra in Spain, water not only had/has the purpose of creating micro climates in arid regions but also bringing people and activities to life.
4. Habitat Restoration- Introducing life back to an area degraded by climate, pollution and time.

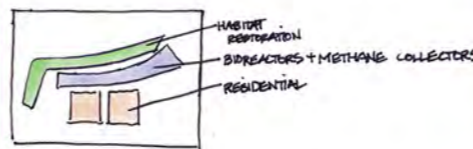


Sustainability Concept

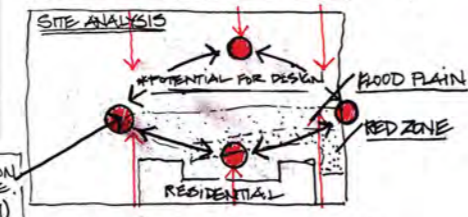
By combining the production of methane gas on the **LANDFILLS** and the collection of this in the bioreactors it is possible to reduce energy costs, increase energy supply and provide **CLEANER ENERGY** for surrounding residential areas.

The **WATER** cycle of the area can follow a **SUSTAINABLE** reclaiming process. Using specific vegetation to clean pollutants in water (phytoremediation) we can create a system of leachate cleansing in landfills, local **AGRICULTURE** irrigation and water supply to a recreation area.

COMBINATION OF BIOREMEDIATORS & WATER PARK



***INTRODUCE THIS IDEA HAVING INTO CONSIDERATION THE DUMPING/LANFILL SITES**



IMPLEMENT TRANSFORMATION SYSTEMS WITHIN THE SITE. E.G. LONDON (BIKE SYSTEM)

***STRESS THE MASSIVE EXTENT OF THIS NEW ALHAMBRA!**

HABITAT RESTORATION
NATIVE SPECIES
BIRDS:
RABBITS:
TITIA

EKOLOGICAL RESTORATION
PRESENT FEATURES
VEGETATION RESTORATION
H2O MEDIATION

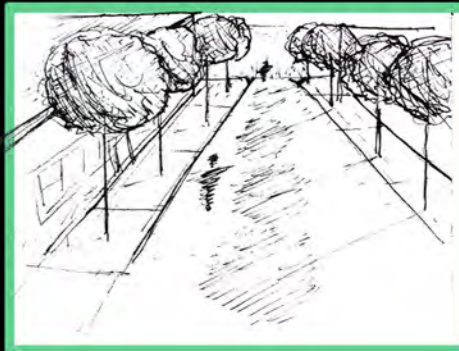
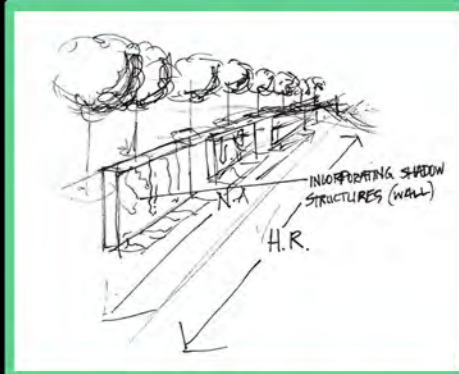
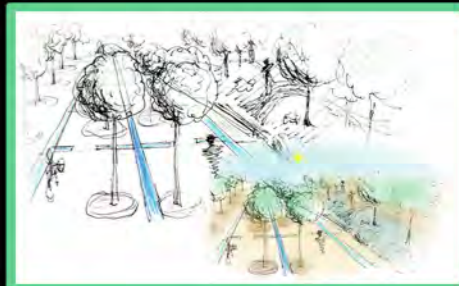
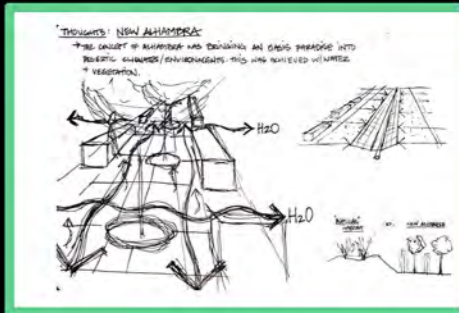
PROJECT LAYOUT & ELEMENTS

Labels: WATER FEATURE/FOUNTAIN IN GARDEN, PRIVATE GARDEN, H2O CONDUITS TO PERIPHERY OF DESIGN.

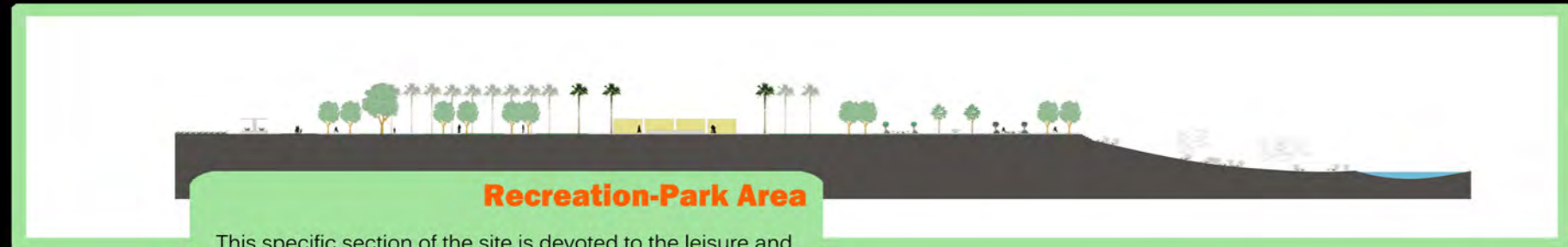
NEW ALHAMBRA FEATURES

- AESTHETICAL:
 - FLOWER GARDEN
 - MESQUITE GARDEN
 - PRIVATE GARDENS ETC.
- FUNCTIONAL FEATURES:
 - H₂O
 - EVAPOTRANSPIRATION
 - PHYTO
 - SOUND EFFECT.

HABITAT RESTORATION CORRIDOR

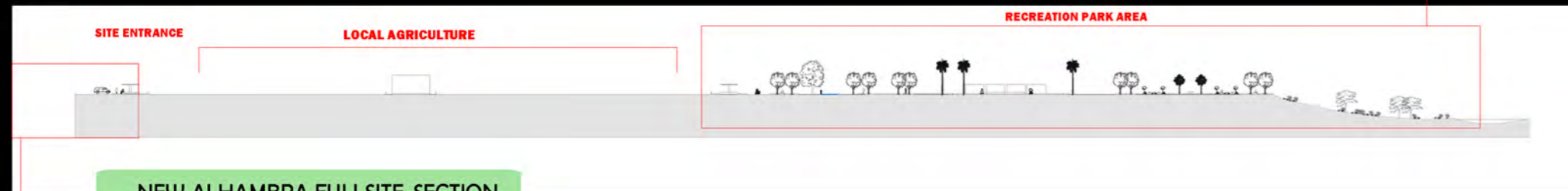


LDE 461 - STUDIO PROJECT I



Recreation-Park Area

This specific section of the site is devoted to the leisure and amusement of the visitors. It is a Recreational-Park area with water features, private gardens and local agricultural food vendors



NEW ALHAMBRA FULLSITE-SECTION



ENTRANCE

PARKING - LEARNING CENTRE - PHYTOREMEDIATION

Education is key for future generations to follow Sustainability concepts therefore the entrance incorporates a learning centre to inform visitors the Sustainable Practices. The New Alhambra incorporates.

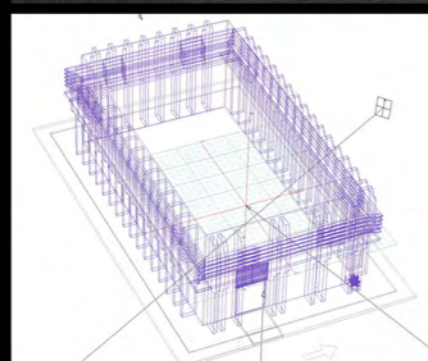
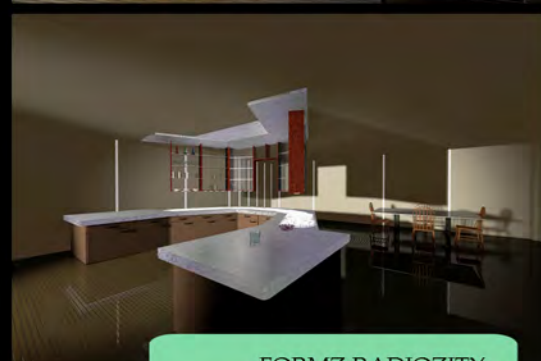
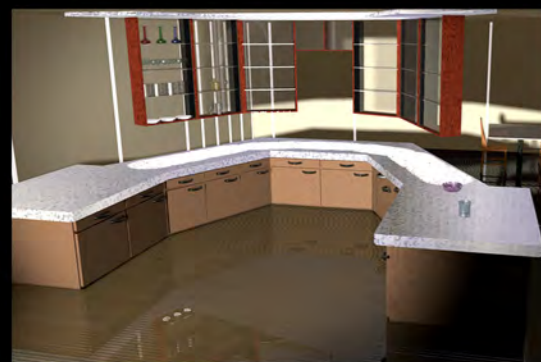


ANP 236 - 3D DIGITAL MODELING

INTERIOR/EXTERIOR MODELING

Introduction to computer 3D Modeling consisted on the production of 2 models with FormZ Radiozity Software:

Project 1 was to produce a replica model of a building and project 2 was to design an interior space.



FORMZ RADIOZITY
3D PERSPECTIVES



FORMZ RADIOZITY
3D INTERIOR MODEL KITCHEN DESIGN



FORMZ RADIOZITY
ARIZONA STATE UNIVERSITY
BUILDING 3D MODEL REPLICA

INTERNSHIP - GLOBAL GOLF CO.

Estepona Golf

During the Spring Internship of 2007 I was involved in the design process of several international golf course projects and one of the main top goals was the design completion of Estepona Golf course (Spain). Along with designers Blake Stirling, Marco Martin and the global golf team, the Golf course digitalization was completed in less than 3 weeks.



ORIGINAL MASTERPLAN
Design & Drawn by:
Blake Stirling and Marco Martin



CAD MASTERPLAN
CAD Digitalization by:
Juan Antonio Rodriguez Martin

CONSTRUCTION PROJECT - DESK FOUNTAIN

Zen Fountain

This small-scale construction project consisted on the fabrication of a Desktop Water fountain. The design had to include a fully functional water pump.

The Zen Fountain was constructed from the concept of providing its users with a tranquility, and calm sensation from the sound of water sliding down the glass wall and the candle-light reflection to the decoration Buddha's.



ZEN FOUNTAIN FUNCTIONING



(TOP) DESK FOUNTAIN MODEL
MATERIALS: GLASS & CEMENT
(LEFT) FORMZ RADIOZITY 3D MODEL

1

2

3

4

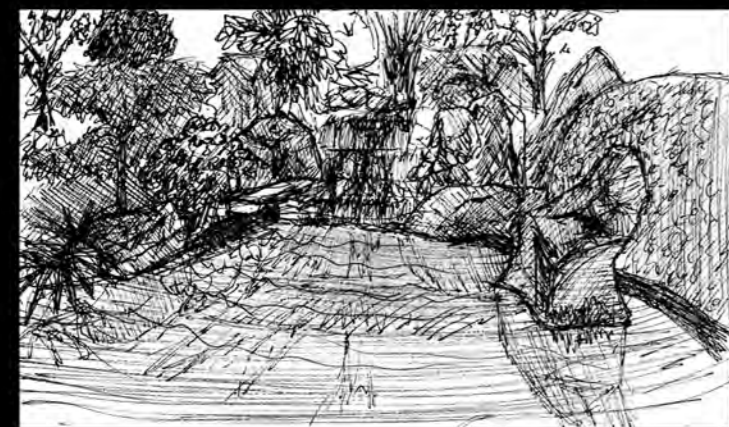
5

6

ZEN FOUNTAIN PROJECT PROCESS



**Portland, Oregon
Sketch Work**



JAPANESE GARDEN - PORTLAND, OREGON
FREE-HAND STETCHING, FINE-POINT BLACK PEN

**Integrating Habitats:
Design Competition
Sketch Work**



PERSPECTIVE FREE-HAND DRAWING BASED ON JAPANESE GARDEN ELEMENTS.
(LEFT) HABITAT RESTORATION PERSPECTIVE - FINE-POINT BLACK PEN
(RIGHT) HABITAT RESTORATION & HUMAN BUILT LANDSCAPE - FINE-POINT BLACK PEN + PHOTOSHOP.