## JONIAN REMACKA Architecture PORTFOLIO





#### Contact

Rruga "Ylbere Bylykbashi"



#### Social Media



#### Hobbies













### Foreign Languages



#### Architectural Profile

#### **Education**

#### Master of Science in Architecture and Urban Design

#### Learning Practice

#### Training in historic preservation of culturally-important objects

#### Software knowledge

#### Autodesk

AutoCAD | •••OO 00000 Formit 360 0000 

#### Microsoft Office

00000 00000 00000

#### Visual Programming

Dynamo | ••• 

#### **Adobe Creative Suite** Photoshop | ••••

## Lumion3D

V-Ray for Revit V-Rav | ••••

## Lumion | ••••



### **Unreal Engine**

## 100000

#### Experience

#### Interior Design

#### Architectural Project + Interior Design

#### Architectural Project

#### Graphic Design

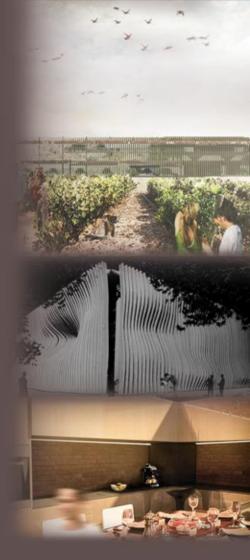
#### Draftsman

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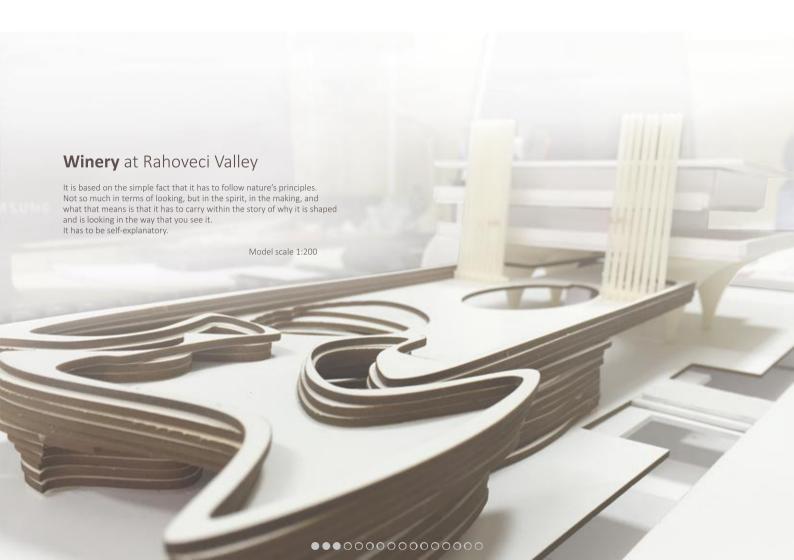
**Interior**Design

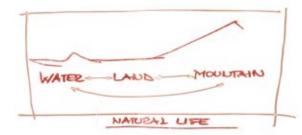




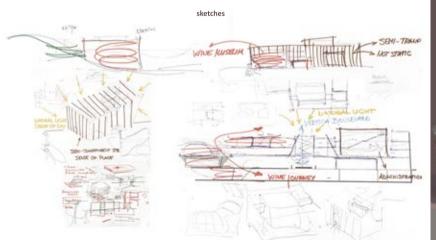
ComputationalDesign



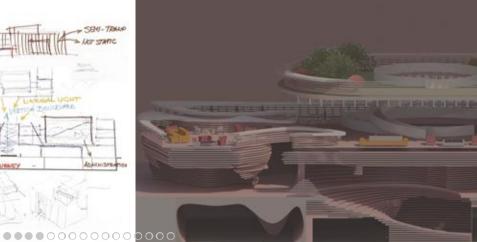


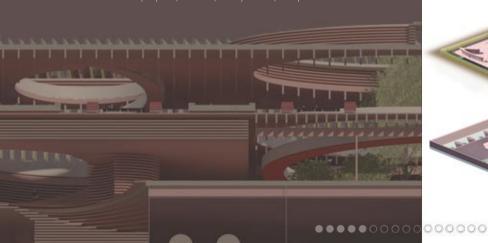


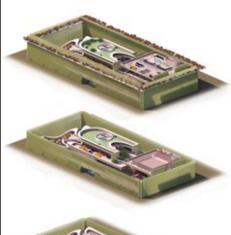




## Nature shows us in her principles how everything that populates earth has its own character but no one in particular could exist without the other, so they form this totality that we call Natural Life. This has a very important role in the porjecting of an architectural space, because from that we created: "a space not thinked theoretically, but how people do really move."







#### Third Plan

It's where offices are located. Under a rectangular typology they are divided with curtain walls and feature a big verandah on the east side where you can enjoy a different coffe-break.

#### Second Plan

Located in the west is the Auditorium. not-classical with no-light penetrable walls, instead with curtain walls joined with vertical wood panels arranged under some distance between, and wrapped with verandas.

#### First Plan

One way to reach, is from the vertical boulevard positioned in the center. This space is, in its entirety, dedicated to the wine degustation. An open space with 0 partitions which means freedom at its most.

#### **Ground Plan**

This plan features a Museum, CoffeBar and aan open BookShop. Museum is the main feature in a form of a wine-iorney for the purpose to enrich the experience.

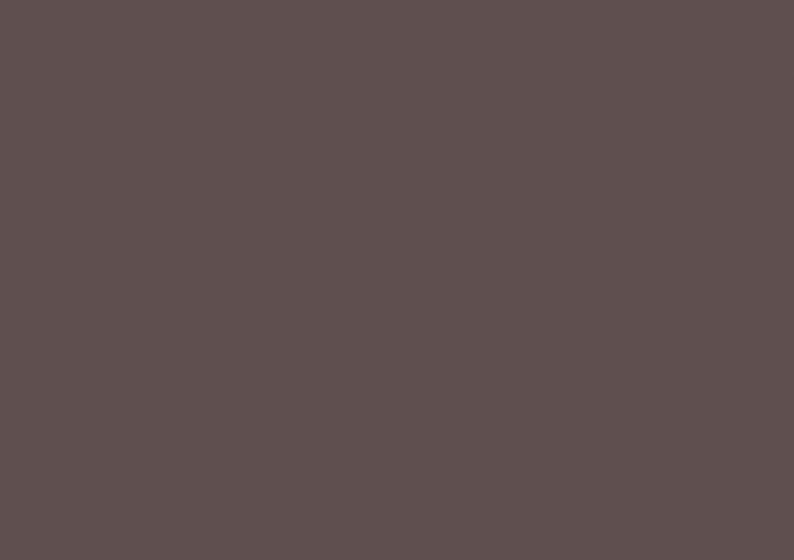
#### **Underground Plan**

The plan was dissected into 3 major spaces. The main space and the large one would serve as wine-processing and wine-making portion. At the East side would serve as Technical Area, and West as wine-aging.









**Digital**Fabrication

# **Art Gallery** in Tirana The making of this model is made by 3D printing using the technique of Sectioning the model in desired intervals using digital CAD data and analysis in order to achive the best quality of light through the openings that these intrvals create. Printing is made by exporting each facade, and each facade is further divided into two groups with a number of panels which only at the end would be glued and painted alltogether. Model scale 1:200 ••••••••



Phase 1 Facade panels 3D printed and grouped into sub-groups of two. One Facade after glued and painted, ready to be joined with the other parts into one final model.







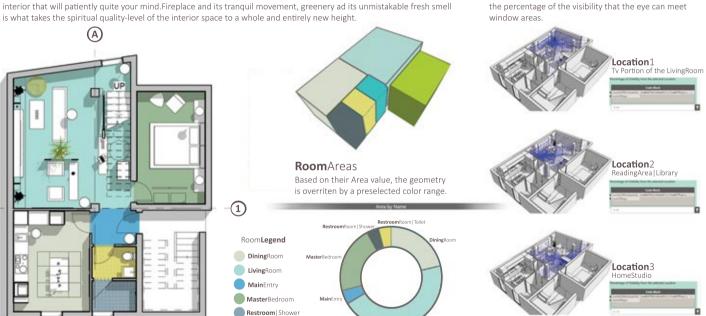


**Interior** Design

#### **Describle**Words

1

Even very small houses can be inspiring sanctuaries for the soul, places to dream in, or to write an epic poem or two. The perspective upon which we wanted to take this project was simple, to be able to create an invisible and magical interior that will patiently quite your mind. Fireplace and its tranquil movement, greenery ad its unmistakable fresh smell is what takes the spiritual quality-level of the interior space to a whole and entirely new height.



**Visibility**Analysis

Below three different Location are analized to generate



Restroom | Toilet







#### **Parametric**Stadium

Everyday challenges are based on OutOfTheBox thinking; Can we make sense out of something that normally wouldn't work?!

Well, this is a proposal for an All Glass-Paneled Stadium which will be a staggering "nude" building rising its head fearless toward uncomon thinking.



#### **Brief**Description

The main model was conceptualized in a series of sketches to further digitized into data in Autodesk Dynamo Studio.

The Geometry is a simple one, based on the lofting of 4 curves, but where the importance lies is the relationships whith which all these curves drive one-another's shape with Golden-Ratio calculations which initially start from the dimensions of the fotball pitch. Panels and the Structural Trusses are created into Autodesk Revit as Adaptive Component Family and computed with Dynamo for Revit.

#### **Parametric**Tower

Just thought; What is the most trending thing that I might think of?
The answer is Gold. Everything in Design now seems to happily marry Gold; So, I thought to take it to the next level, by using Gold panels in a randomized pattern that'll wrap the structure with an unnegotiable Premium fashion.



#### **Model**Description

Main geometry is a lofting method between 3 curves; The base is a circle and drives the Y-Radius of the second curve (ellipse), and the rotation angle of the third curve, with a Golden Ratio value. Relations are kept as such with the maniacally-belief that it might create a sub-conscionsly pleasure, with its harmony, into the eyes of those who'll stare at it.

Panels are, again, as Revit adaptive components with an instance material parameter, to be further randomized in its placement via a PythonScript into Dynamo for Revit.



