

GALLERY VISITS

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When investigating Space and Environment with my body of work, a source of inspiration and understanding comes from not only architectural styles and movements abroad but the area surrounding me. Hal Koenig's Gallery was one of those instances where I could have a much better understanding of interpreting space and environment in Milwaukee, where each oil painting would be an area view of the cityscape or heightened public view with bright and bold color choices across the body of work. I really enjoyed the quality of his renderings and the overall diversity he was able to portray in a single urban landscape, which was one of the sensibilities and realistic proportions I wanted to carry on connecting in my own work. Artworks that address space and environment or architectural topics weren't common in the galleries I visited surrounding this one, so it was a very enjoyable experience.

The Milwaukee Art Museum is not only a notable landmark of the city but one of gallery experiences I found very valuable in interpreting my own body of work. Even just entering the museum through the Quadracci Pavilion which leads to the gallery space gave a immense sense of scale and the programs that could embody the area and has year-round for public or private events. In the broader sense to the layout of the artwork, it gave a really good sense of the meaningful arrangement and lighting that was persistent in each section that I went through. It gave me a better understanding of how I would display my own work and the thread that would connect the themes and topics of the work together. It also allowed me to get to view a couple of pieces from artists that I used for inspiration, such as Claes Oldenburg's *Typewriter Eraser, Scale X* that demonstrated the increased scale of an object like I would do for my *Balance Axiomatic Object*. The desk seen below is one of the various unique furniture pieces that was created specifically for the *SC Johnson Wax* headquarters that better fit the renovating model of the space which was taken into account for the change in form allowing emphasis on the ever-growing value of soft skills in *The Communication Pavilion*. Even if artworks weren't directly connected to themes I had been exploring, the way they could interact with audiences was very interesting such as with *Sunset in Norway* by Ludwig Munthe that when approaching the work from afar was meant to mimic a walk home. When I visited the Milwaukee Art Museum on this particular occasion I was with my MIAD Pre-college Advance Fine Arts course class and art instructors James Barany and Joe Boblick, who had previously had years of experience positioning the artworks in the museum and it made this experience very valuable and much more insightful than it would normally be on a regular visit.

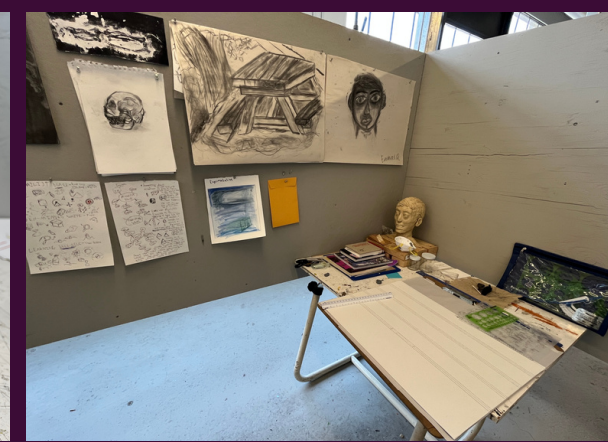
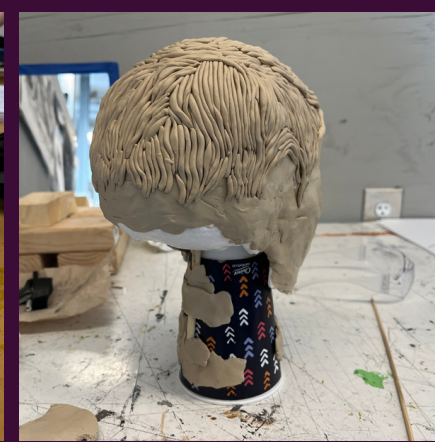
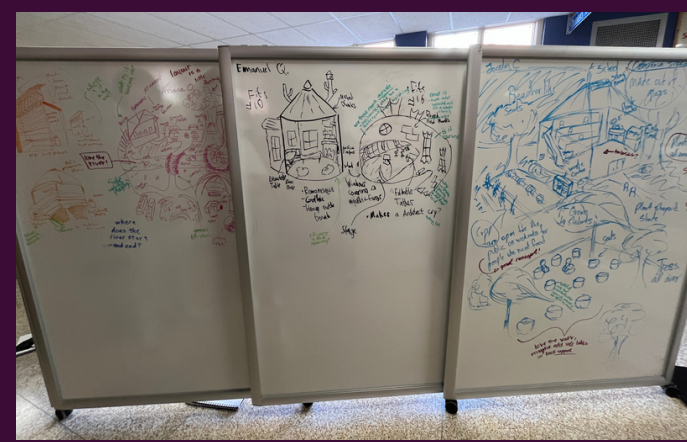
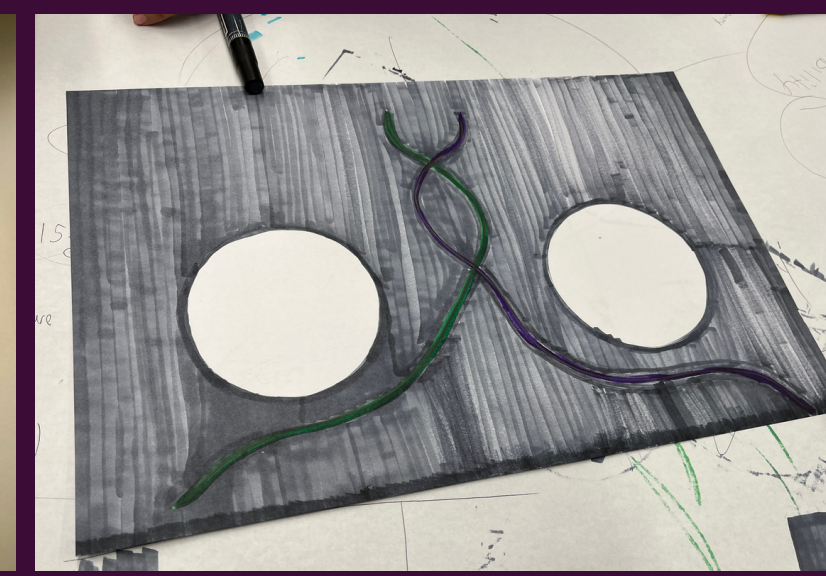
MILWAUKEE ART MUSEUM



WORKSHOPS, EXPERIENCES and DISPLAYING WORK

University of Wisconsin - Steven's Point: Graphic Design

This was one of the first workshop experiences that I had for visual arts and it pertain to flag design, a common assignment that is given in graphic design. We were paired in small groups and were able to brainstorm and create our own flag's based on a fictious city and what values we wanted to communicate, then present them at the end. The majority of the groups went with more detailed and filled designs when creating there flags to illustrate more information, but our group decided to try and stay within the simplified nature of flags and having to be viewable from a distance, leading to a "unified" symbolled flag.



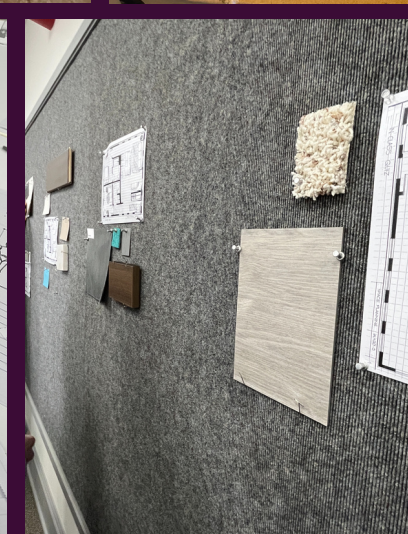
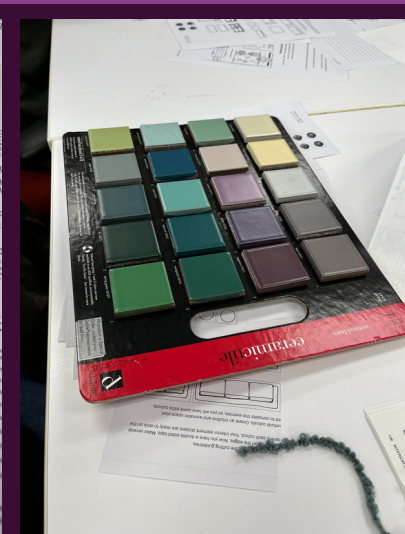
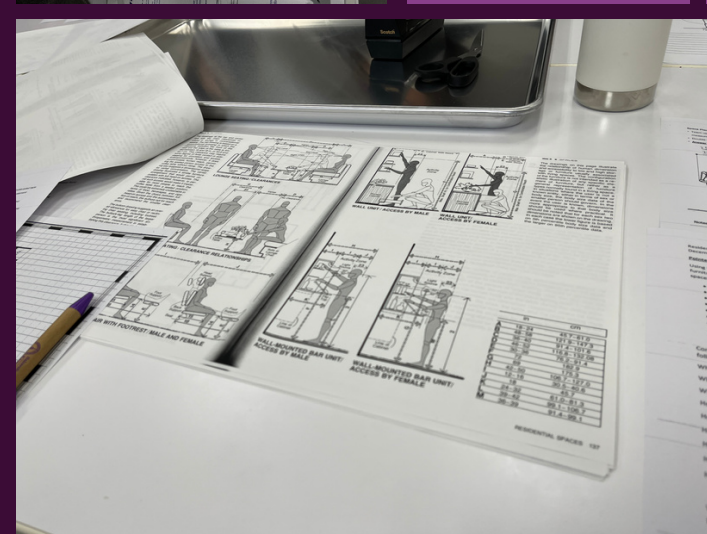
Milwaukee Institute of Art and Design: Summer Pre-college - Advance Fine Arts Course

During the summer as a rising Senior I wanted to take some time and allocate it to an experience that would give me more guidance on art making, so I did a three-week on-campus summer pre-college at MIAD for their Advance Fine Arts Course. This was an experience that allowed plenty of experimentation and reimagining of what my body of work could look like, which was very helpful when I wanted to put more focus on the design of space and environment that upcoming school year. One of the privileges that I was given for this course in particular was a studio space normally only reserved for juniors or seniors, which was then encouraged by our instructors to fill up with the work that we've done. *Elevated Highways - Absence of Urban Planning* and *Delineator of the Third Ward* are two of the final products from this course that was featured in this process portfolio, but additionally there was a third with a oil clay modelling project in which we had a base skull and were allowed to take our own direction when creating a self-model, leading to this unexpected expression that was displayed with the other mentioned work at the end of the course.



Milwaukee Institute of Art and Design: Industrial Design Project

The Communication Pavilion was the final product of going through our school and MIAD's Industrial Design Project with instruction at the start and critique being done with Larry Murph, a Product Design Faculty Member at the college. This was seen with many brainstorming and ideation activities such as on the top right where we were encourage to not only draw out ideas but begin to think outside the box of what a Outdoor Classroom could look like. With the first and final interaction of our Outdoor Classroom pitches, we went to MIAD in order to present our ideas with our peers in small group and showcase our work.



The second time I had visited the UW-Steven's Point I was able to experience a new workshop experience in Interior Design, which in comparison to Architecture allows me to get more insight in a field that shifts to a much smaller scale and typically more individual values. For this we were first tasked with reading through a few booklets and taking measurements of ourselves in order to start having an idea of how human form impacts the actual dimensions of a space. From there we would be assigned in a small group to create a apartment design for any purpose we decided upon. We were able to choose and arrange furniture how we saw best fit, and halfway through the workshop we were able to go into their own campus material library and pick out a few samples that can help visualize our ideas when we presented. My group ended up choosing a design that was much more flexible and considerate for college students that also allowed more programs to occupy it.

University of Wisconsin - Steven's Point: Interior Design

MIAD DESIGN INTERNSHIP

Experience Highlight

Engberg Anderson Architects

During the summer of being a rising Senior, I took the opportunity to do the MIAD Design Internship where I was able to take a prep course for a month called the May Project (where I would later on create the charcoal illustration artwork named *Tiny Home*) in order to learn the software and skills needed to take the proceeding two week internship at a assigned firm. This experience is worth featuring since my body of work pertains to the design of space and environment and research development, and being able to work with Engberg Anderson Architects was the most direct and formal involvement in architecture. This internship tasked me with creating and modelling a community pavilion aside the Milwaukee Institute of Art and Design (MIAD) college building in their sloped parking area towards the Milwaukee River with a business proposed that can generate revenue for MIAD. I was then guided by the architects at the firm towards a more open-minded understanding of how one can tackle this problem, which I would then present my final product at the end of the internship with the highlights of the process being shown such as on the right.

To start with site context, I was given different physical maps of not only the location that would be modeled, but the expanded Third Ward district that it's located within to start thinking of how it would fit into that community and what purpose it would serve beyond solely being in a vacuum. I had walked around, photographed, and sketched different landmarks of the Third Ward as well such as the Milwaukee Public Market, restaurants that spilled seating onto the extended walkways, and green spaces. This was helpful in understanding the purpose and programs that could be contained in this space beyond solely my point of view or what I could research online, which lead to a two level design to had a green space above and a grocery/general store below to service the district that was aligned with the growing "15-minute city" urban concept of having all a person's necessities available from walking or biking in 15 minutes. From there I was able to start generalizing how the square footage and area of each floor would be utilized and how I can take advantage of the sloped parking lot to retain a elevation transition between floors. I began creating perspective drawings and cross sections of how the space would look in a 3D plane, and after narrowing down the specifics and keeping in mind realistic proportions I was able to start modelling with the SketchUp program that would be a key tool for many projects in the coming Senior year.

The main feature when developing the form of the final product was the symbolism with the house-like characteristics, as the name of *Homeaway* referenced the college students and the increasing urban population who were had left their previous residence and can be a new community space. Overall doing this internship had been very valuable in my practice as it brought up the practical and realistic purposes that Architecture could address in the real world. It also allowed me to not only use a more professional version of the SketchUp program I was learning, it also taught me various components of this pavilion design process that I could take apart and utilize that knowledge when needed in other projects.



HOMEAWAY

EMANUEL QUILES



MIAD PAVILION

06-30-2023

