Site Design and Analysis
- I appreciate Prof. Koliji’s passion through his lectures and the direction he provides during conversations in which he encourages us to think about architecture and landscape architecture in a completely different way.
- Professor Koliji is very passionate about the subject and is a very knowledgeable and effective teacher.
- I felt that the professor was extremely engaged in the course, and was interested in what he was teaching.
- Professor Koliji is an incredible instructor, and he has a sensitivity of the built environment and surrounding landscape that I have not seen in another instructor on campus. He is truly interested in his students’ concerns, and he is very invested in this course.
- Professor Koliji has a broad knowledge base and a lot of experience with many of the projects he talks about, and those were always the best parts of the lectures.

Graduate Studios
- Course content. Our projects have been very different and exciting. Instructor Prof. Koliji is great. I would love to have him every semester!
- Prof. Koliji was very helpful in furthering how to approach design problems and was able to pinpoint some important feedback I needed to hear.
- Professor Koliji obviously loves architecture... he lives and breathes architecture.
- He is a wonderful asset to this school. He is very enthusiastic about architecture and his students.
- The overall design process and theoretical thinking about our projects was quite interesting and directly prepares us for our thesis semesters.
- The studio was stimulating from the first day to the last and I appreciate the relentless effort Prof. Koliji poured into making sure everyone learned. This was the best class to have before the thesis sequence because I now feel prepared to take on the elements of research and creating a program. He’s the kind of professor that makes you want to work and produce great material.

Undergraduate Studios
- A great teacher who tries to engage students in great dialogue and guides us through difficult design problems with multiple solutions.
- Professor Koliji did an amazing job teaching the course and truly provided his students with a wonderful learning experience. He truly cared about his students and helping them develop. I could go on for hours saying how much I learned from him but that would take too long.
- Prof. Koliji has been an amazing instructor, he has taken time to guide us through a deep understanding of architecture. He is always willing to put in more time if we request, and pushes us to explore our designs until we reach a higher level of refinement. I was honored to be able to learn from him this semester.

TEACHING | STUDENT WORK
HOOMAN KOLIJI
Assignment Synopsis
Study of the precedent architectural work tells us architectonic stories. These stories are about how buildings are put together, conceptually and constructional. Architectural masterpieces often introduce an elegant balance of “beauty” and “craft,” a combination which is found in “techne.”

In our careful examination of the precedent architectural work we want to capture the “technology” introduced in these buildings. “Technology,” however, is a strange word. “Technology” is composed of two words “techne” and “logos.”

In groups of two, you will examine the architectonic of assigned buildings through artifacts—visual representations and models. You need to fully research the buildings, gather essential documents (photographs, drawings, sketches, …) that captures the “technological” idea of the building. Then, you need to re-construct the entire process: create sketches and drawings that show the idea of construction. These representations should be clear enough to make model(s) at appropriate scales. Your models should “demonstrate” both process and product of architectural space. Your drawings also should reveal essential tectonic information about the building.

Concepts and Issues:
To explore and understand the architect’s thoughts, ideas, and design philosophy
To explore and understand the concept of “technology”
To examine critical relationships between material and form
To demonstrate the tectonic idea
To develop use of geometry in relation to space-making
To develop compelling architectural representation
To develop compelling models

I cannot start a project from its theoretical framework and then work my way to the detail. I always follow a double process. I try to comprehend the ideological reasons for the project, what lies behind it; what constitutes its social and formal innovation, its functional requirements, the context within which one works with respect to fellow practitioners, and at the same time I find it difficult to divorce these issues from my initial design sketches on grubby bits of paper that I take everywhere, with designs of junctions, bolt, and the smallest details. I cannot separate the two. Normally I start at this level, where I have the excuse of artisan experimentation, which I greatly enjoy.

Renzo Piano
Program: Silver Spring has experienced an urban rejuvenation over the past 5 years that has brought significant economic growth and prosperity to its downtown. This has been forged by a new partnership between Discovery Channel and Montgomery County, which led to the new corporate headquarters of Discovery Channel being located at the heart of the city at the intersection of Georgia Avenue and Colesville Avenue, and the inclusion of over an additional million square feet of studio and office space within the city. The renovation of the Silver Spring Theater into the new American Film Institute theaters, and the creation of the Silver Spring Center with movie theaters, restaurants and shops has been a huge success in large part by the creation of the Discovery Channel headquarters across the street. A large amount of new urban residential living created along East West Highway, the creation of a new Multimodal mixed-use transit facility at the existing Metro Stop, and expansion of Montgomery College along Georgia Avenue and Fenton Street are also helping the Silver Spring downtown to grow and thrive.

Located at Spring Street and Georgia Avenue is the current Maryland-National Capital Park and Planning Commission (MNCPPC) headquarters. The Commission, recognizing the complete underutilization of their headquarters site (currently primarily surface parking), and in cooperation with Discovery Channel, has commissioned a development team with you as the Architect and Urban Designer to propose a new mixed-use, high density development on their site that will feature a new headquarters building for the MNCPPC as well as new residential development, spec office space, retail, a public open space, and a Discovery Channel Experience Museum as an anchor attraction to this Georgia Avenue gateway site. As part of the development design process, MNCPPC would like to see an urban design study of the Georgia Avenue corridor in general, and an urban design plan of the MNCPPC site specifically. Also, as part of this process, Discovery Channel wants a fully designed set of Design Development drawings of their new building to be able to market to their financial supporters.

Discovery Channel Experience Museum
Silver Spring MD
ARCH 403 (UG) | SPRING 2010

Building Design: The new Discovery Channel Experience Museum will feature interactive spaces and displays showing the many educational and entertainment features generated by Discovery Channel. It will be a community building commissioned by Discovery Channel and will feature interactive displays and exhibits of the Discovery Channel shows and entertainment ventures. People will be able to delve into the vast array of shows Discovery produces; will be able to see new releases of shows and movies; will be able to review Discovery television research, and will be able to see how shows and movies are put together in an interactive and meaningful way. This building will be an entertainment destination within the community and will be the catalyst of further future development along the Georgia Avenue Corridor. It is also expected that this building will be integral to an urban plaza/green community open space to be located on the site. This space should also be linked to adjacent community parks.
OBJECTIVES

Examine how the perception of form changes when three interdependent spaces assert their individual programs while defining the collective whole.

Test how one can create a spatial overlap through the manipulation of edge and threshold.

Speculate how a series of spaces might be organized through spatial overlap to be more than the sum of their parts and inform the actions and events that take place there.

Anticipate how one can construct a connection that could act as an entrance and provide for exchange of light and air while simultaneously framing a view.

Within a 16’ x 16’ x 32’ volume, create the following interdependent spaces:

- A space to eat
- A space to sleep
- A space to bathe

Through their varied connections of overlap these three spaces will combine to become a place of living. How place is made through the expression of that overlap is the focus of this project.

A PLACE TO LIVE

This project begins with an investigation and interpretation of place, a place of living. The actions of this place will include eating, sleeping, bathing and a threshold of arrival. This place of living should speak to your interpretive ideas of place. The varied activities that constitute living have been abstracted here into three simple task oriented events. The overlaps, or thresholds, between these three activities can provide the spaces for other events and types of “living” within the spatial construct. The study of the limited abstract program should strive to articulate a particular formal strategy. The configuration of the interdependent spaces should seek to reconcile the interpretation of the three activities through an expression of overlap. Overlap, as a conceptual device should be pursued to construct a place of living that expresses the threshold of transition from one activity to another. This place of living should provide a critical response to the idea of dwelling and seek to provide a spatial framework for the three varied activities.

This project seeks to examine the architectural implications of connection and disconnection, or degrees of spatial overlap. This brief sketch problem will result in spatial constructs that are meant to examine the relationship between intention and interpretation as generators of architectural form. Varied drawing and modeling processes will be developed to expose multiple techniques of representation that aid in re-presenting the conceptual agenda of the work in spatial terms. There is a corollary relationship between actions, events and program on the making of architecture. The intensity of action and event has the potential to inform space and tactics of space making. Space and action are inseparable, how they connect is a function of program. The program describes actions and spaces. The interpretation of overlap is the focus of this project.
The primary objective of this project is to design an apartment building composed of varied housing units that provides collaborative social opportunities for the residents of the units, both internal to the building and external towards the city. This design project will be developed through the synthesis of three concurrent studies that the studios will conduct for the next several weeks, leading to the developed design solution for the Collaborative Housing Complex:

- Conceptual studies for a place of living (unit designs/program and event)
- Precedent studies of varied housing types (building organization/ massing and identity)
- Analytic studies of urban site context(s) (site planning/site strategies)

The collective synthesis of these studies will be developed through the architectural design process leading towards the ultimate production of an architectural proposition that resolves the site, program and conceptual issues raised. Each of these studies holds part of the answer to the questions raised by this project.
EXBOX
An Experimental "Black Box"
Theater in Washington, DC
ARCH 402 (UG) | FALL 2010
Synopsis: Washington is the national capital, but it also has become a capital theater city with more than 70 professional, regional theater stages throughout the metropolitan area. Only New York City has more stages. Furthermore, two of America’s most outstanding university theater education programs are here: the drama departments at the University of Maryland College Park and the Catholic University of America. After several years of prolonged planning, organizational meetings, site searches, programming and fund-raising, the Consortium of Washington Area Regional Theaters (CWART) is at last ready to undertake development of a small, experimental, shared “black box” theater facility - EXBOX - in the Theater District of downtown Washington, DC. The CWART concept is to build and operate this small, programmatically simple but architecturally innovative facility to be used on a scheduled basis by any and all of CWART member companies. CWART intends to create an aesthetically memorable venue in which to stage high-risk, unconventional theater productions that CWART members would be unlikely or unable to produce in their own theaters. Fortunately, CWART has acquired a small, Metro-accessible, in-fill site in Washington, DC, near Logan Circle.

“All the world’s a stage. And all the men and women merely players. They have their exits and their entrances; And one man in his time plays many parts…”

-William Shakespeare

EXBOX
An Experimental “Black Box” Theater in Washington, DC
ARCH 402 (UG) | FALL 2010
The members of the board of the Walters Art Museum are interested in establishing an institution with a mission for community outreach through the arts. They want to engage local residents, including older adults and school children and their parents, along with students and faculty from the Peabody Institute and MICA. They have secured a commitment from a major donor to fund the design, construction, and furnishing of a new Community Arts Center in the Mt. Vernon Square neighborhood.

The board members and donor envision a building that is thoughtfully designed to take its place in the rich architectural context that the Walters Art Gallery shares with the other cultural institutions of the Mt. Vernon Square district. They require the architect to study the façade intensively, considering it both as the envelope of the building and the wall of the civic space of Mt. Vernon Square. They ask the architect to study the architectural promenade intensively as well, considering the procession from the street to and through the building in light of neighborhood patterns as well as programmatic and experiential concepts.

The architect must consider ethical issues. As a community institution, the building must be inviting to the public and accessible to people of all abilities. The donor requires a building that fulfills their belief that we must build sustainably, acting as stewards of the environment for future generations. They ask the architect to consider particularly passive environmental systems for daylighting and natural ventilation.

The donor appreciates the value of outdoor spaces in the city and requires the Community Arts Center to provide an outdoor room. This open-air space should be designed in ways that offer environmental comfort in the widest possible range of seasons. The space should include landscape elements such as seating, paving, vegetation, water, and one or more outdoor sculptures. The outdoor space should offer amenity to occupants of adjacent indoor spaces as well.
Conceiving and Creating a Playful Object
ARCH 405 Graduate Foundation Studio | Spring 2012
TEAHOUSE
Washington DC
ARCH 405 Graduate Foundation Studio | Spring 2012
XY(1): SPATIAL PROMENADE
Short Assignment | 1 week
ARCH 443: VISUAL COMMUNICATION
First Semester, Path B, Graduate Level | Fall 2013

Drawing Conventions | Orthographic Projections: Students were exposed to the conventions of drawing through plan, elevation, and section drawings of their studio models (left), and through precedents (right). Experiments in shadow allowed them to engage spatial depth.

Design Thinking
Using the cube project from studio we were asked to identify three layers and project those orthographically. Three separate drawings were completed to investigate different representations of spaces.

Drawing Conventions | Axonometric Projections: Students were asked to diagram precedents through layers of drawing. Those layers were scanned and students examined understanding a precedent through turning “on” or “off” of select layers in the digital environment.
Demonstrations of hand drawing methods for constructing perspective drawings.

Study of spatial sequences through layers of drawing: each layer is drawn by hand and then scanned. Students were asked to make a digital file of transparent layers of diagrams of a building, then highlight sequences of moving from point A to point B.

Hybrid Diagramming: This drawing is comprised of multiple layers of drawings and highlighted spatial sequences.
Design-Drawing Workshop
ARCH 402: UG SENIOR STUDIO, Fall 2013
Section Drawing: drawing demonstration (workshop): screen shots
Emphasizing representation as a tool for design thinking.
Site Plan Diagrams of Ordering System, Hardscape and Softscape

Section-elevation showing the space of the park as well as its urban context

Section-elevation: design response to topography
New England communities exemplify resilience and innovation through their tradition of reinvention, although the practices of previous centuries have disrupted the region's ecology. As we move farther away from the 20th century, the time is ripe for a 21st century intervention which can restore our relationship with the land while improving the quality of life for residents. As a town with an active and young population and stable population growth, but also a lack of visible identity, Pembroke is the perfect candidate for such an intervention.

Through an investigation of Pembroke’s history, context, demographics, and culture, as well as identification and consideration of the stakeholders involved and applicable precedents, a set of goals for the future of the town’s center is established. These goals are used to inform a design proposal in which Pembroke’s residents are reconnected to their history and the ecological processes of the region through an active procession of events in the town center.