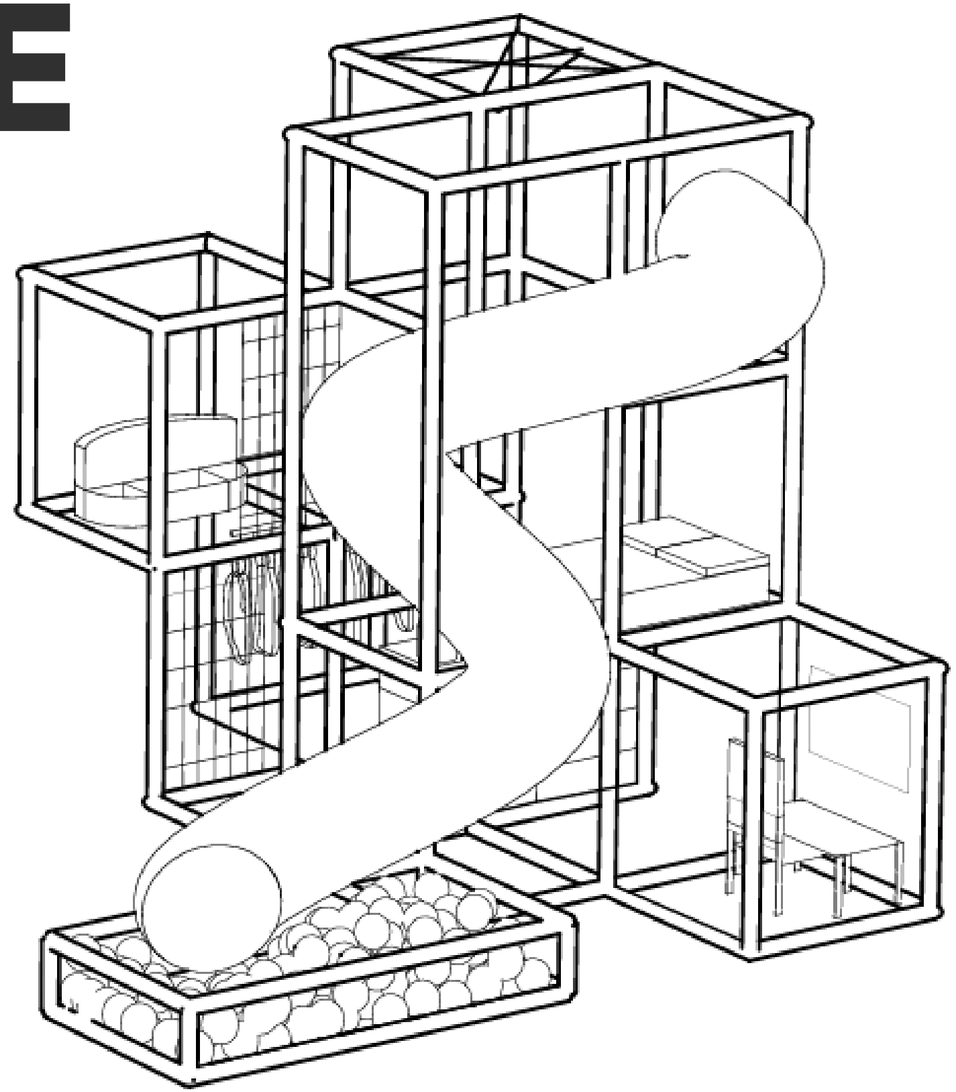
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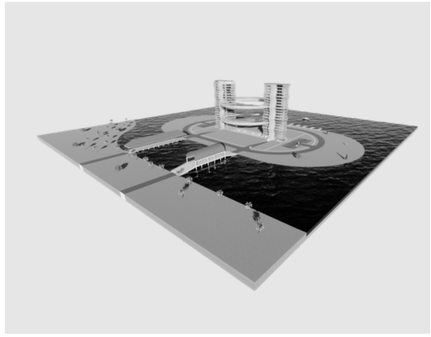


ANGELICA GINZBURG

B.D.A. ARCHITECTURE
COLLEGE OF DESIGN
UNIVERSITY OF MINNESOTA

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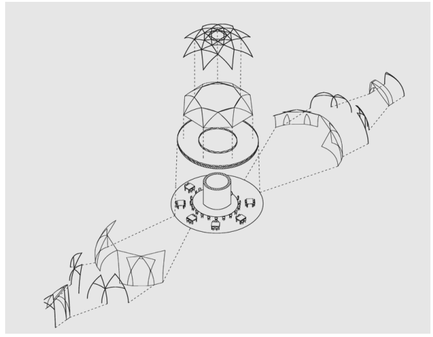
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Twirling Towers
Coastal Retreat



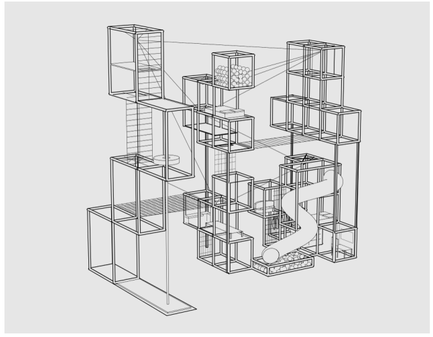
02
Airplane Hangar
Functional Design



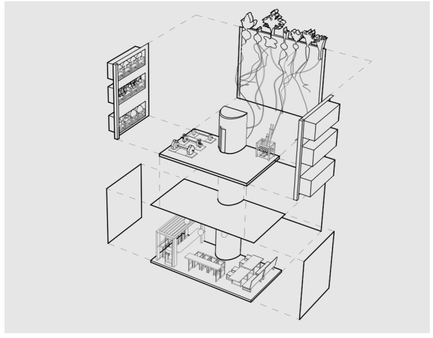
03
Whispers of the Wind
Observatory

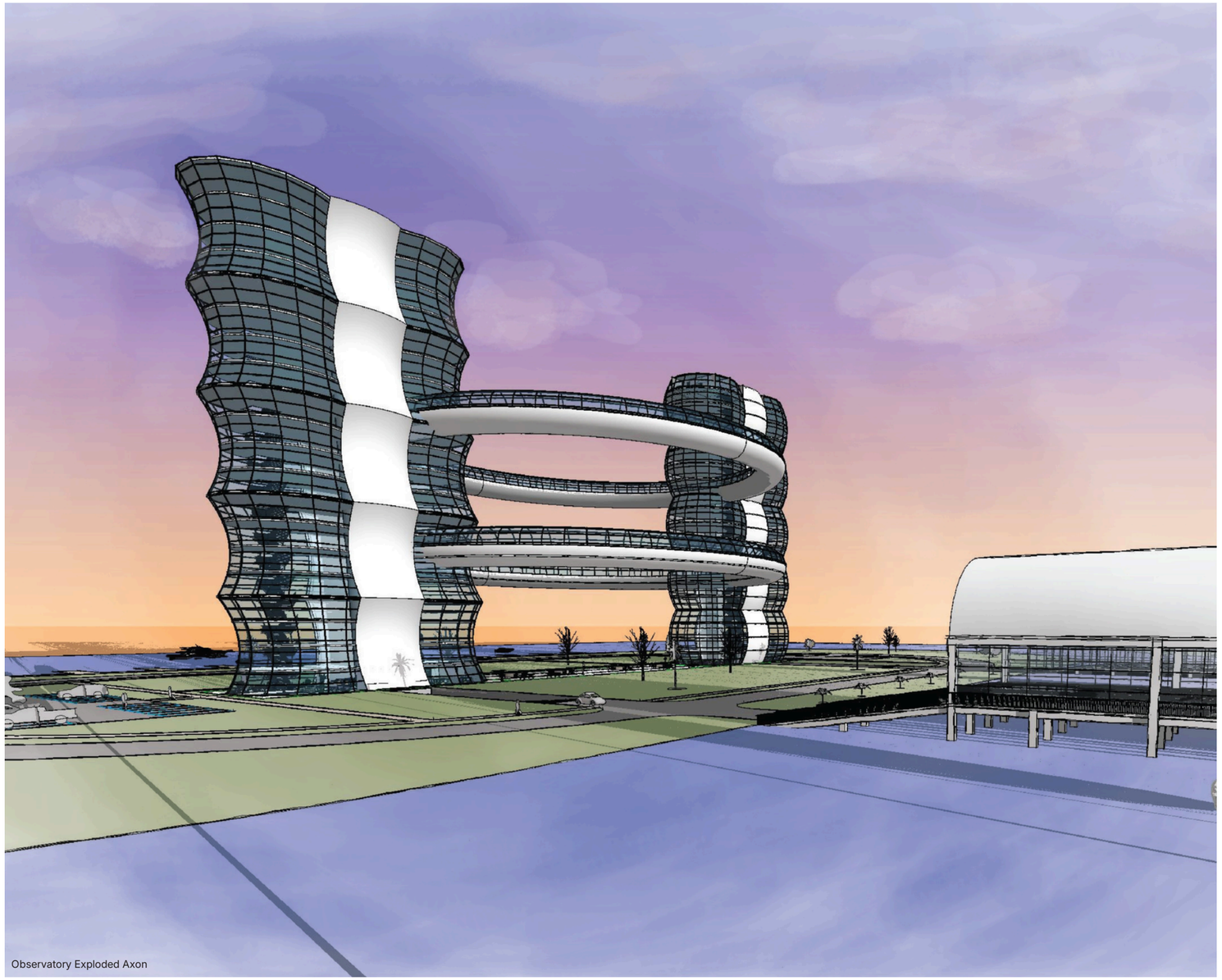


04
Jester's Palace
Fun House



05
Veggie Stand + Gym
Concept Art



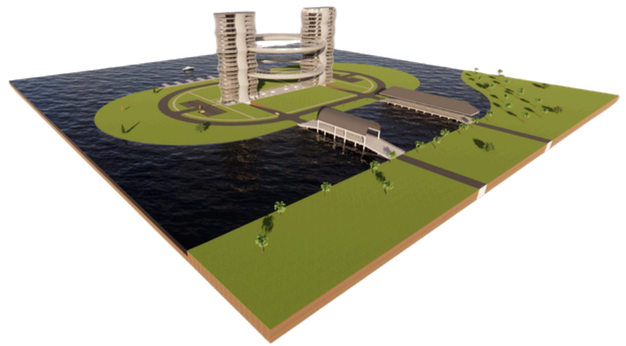


Observatory Exploded Axon

PROJECT - 01

TWIRLING TOWERS

This project explored collaborative design and coordination. Working within a shared Revit model, the project emphasized worksharing, team coordination, and integrated design workflows. The twin towers and connections aimed to ensure that individual design components functioned cohesively within the larger model.



01

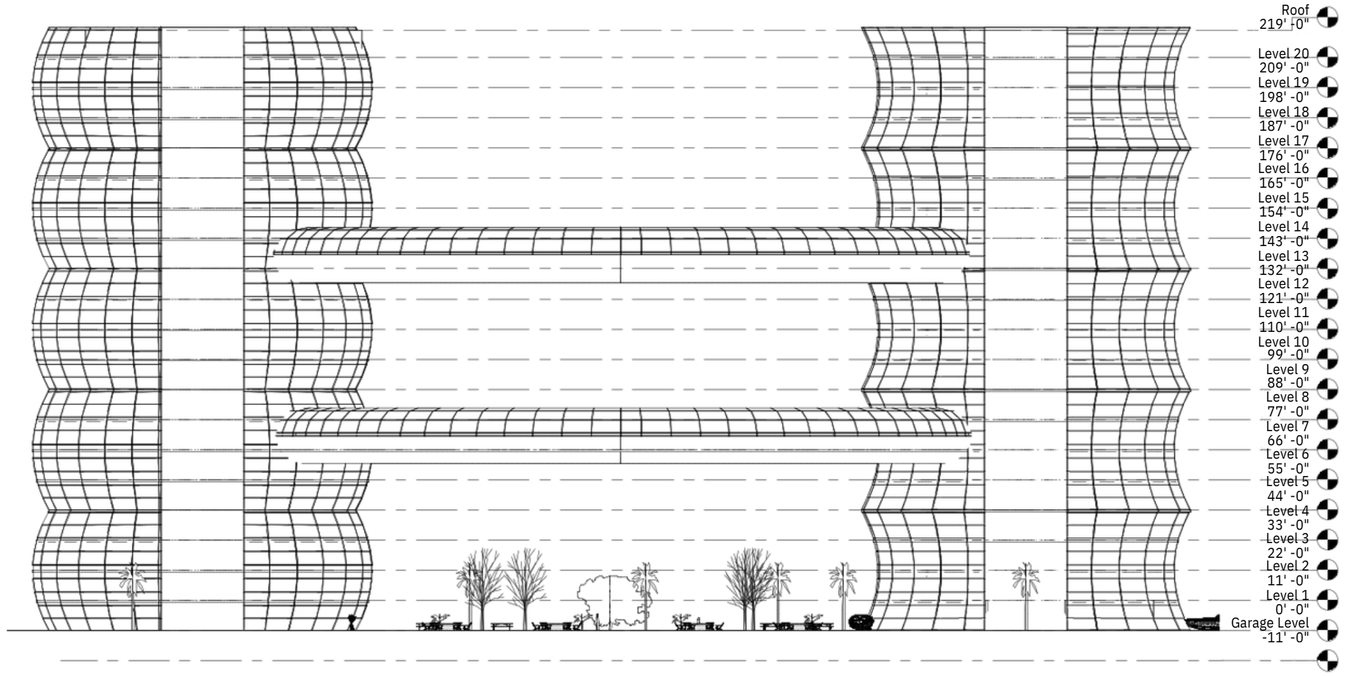
Puerto Vallarta, Mexico

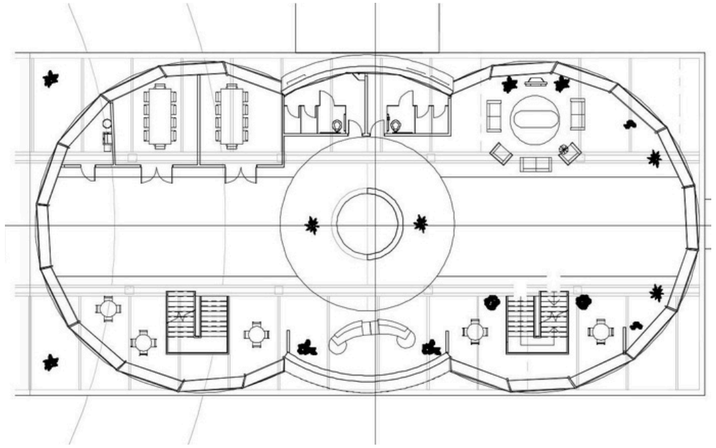
Area:
450,000 ft^2

PROJECT - 01

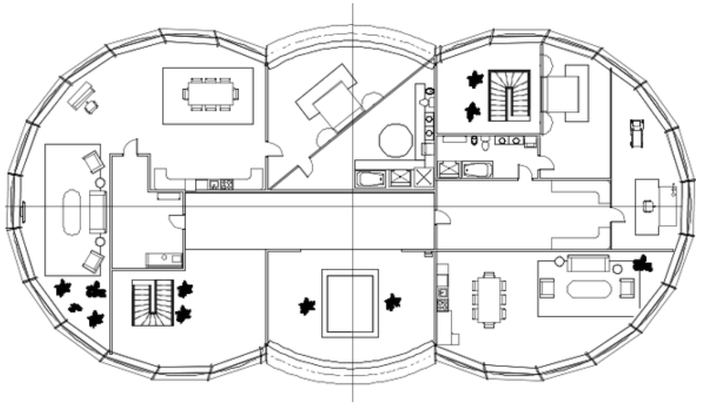
ELEVATIONS AND PLANS

This elevation illustrates the overall massing and vertical organization of the twin-tower development. Rising 20 stories above a garage level, the towers are connected by elevated skybridges that create visual continuity and shared circulation between the structures. The drawing highlights the building's floor-to-floor relationships, structural rhythm, and distinctive façade profile.





The organization of the plan layout prioritizes comfort, natural light, and views while efficiently arranging circulation and residential amenities.





02

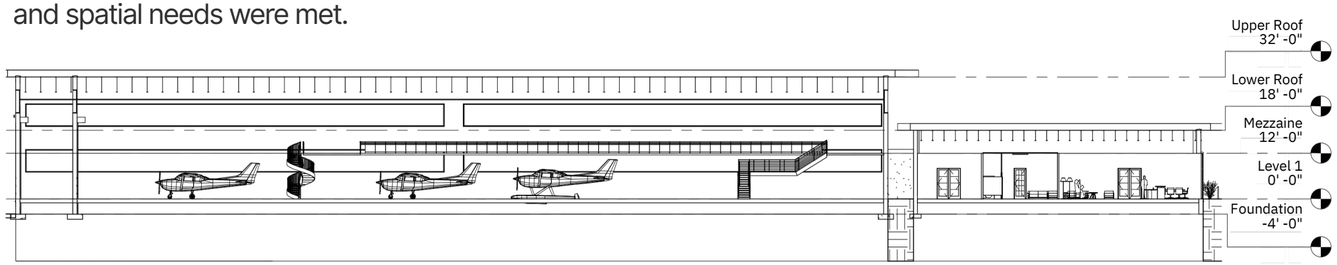
This airplane hangar project focused on the design and documentation of a large-span aviation facility in Revit.

PROJECT - 02

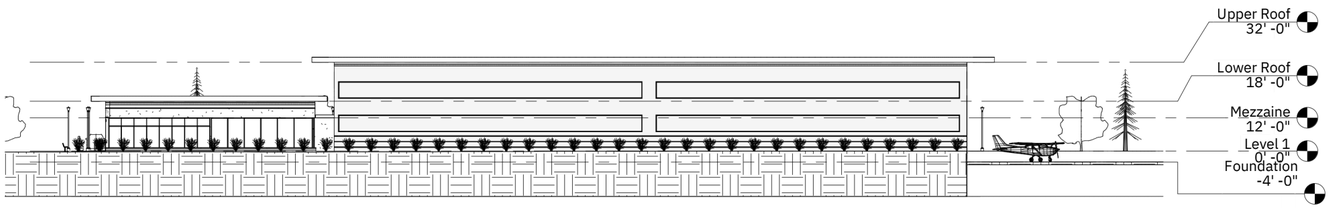
PROJECT - 02

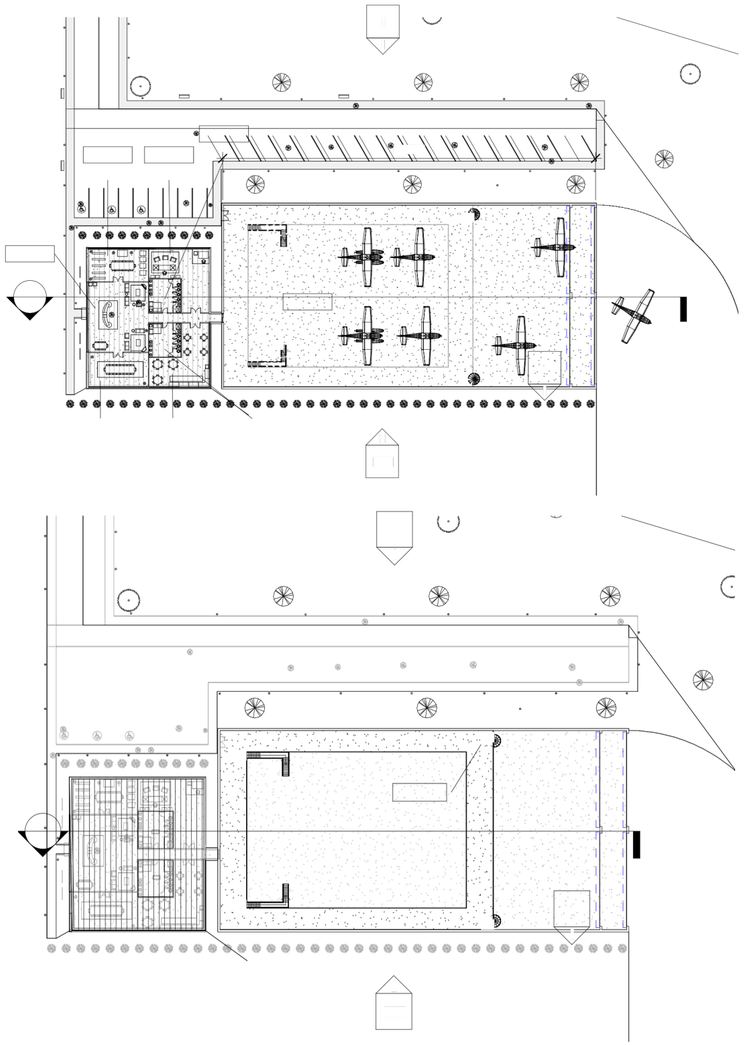
SECTIONS AND PLANS

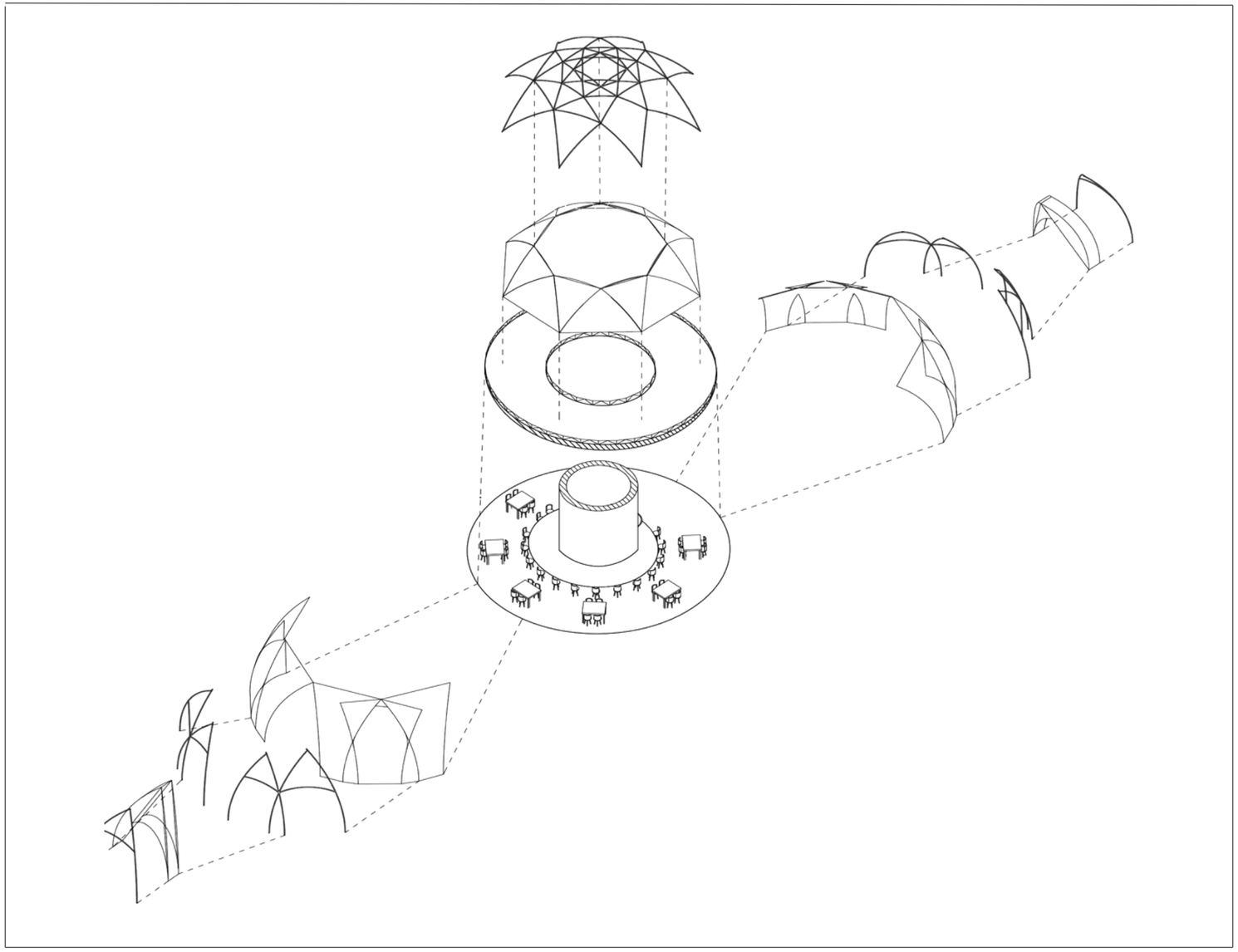
The airplane hangar project was developed around a set of design requirements and constraints, including specified area requirements, that guided the overall layout and form of the project and ensured that functional and spatial needs were met.



The project included the development of floor plans, elevations, and building sections to illustrate the hangar's layout, structure, and vertical relationships. Additional site design, structural systems, and renderings were used for construction documentation.







PROJECT - 03

WHISPERS OF THE WIND OBSERVATORY



This project translates the form and qualities of a dandelion into a structure. Glass was chosen as the primary material to complement the iridescence of the seeds and their reflective aura. The final design aims to embody the lightness and elegance of a dandelion.



Dandelion Puff



Dandelion Wisp



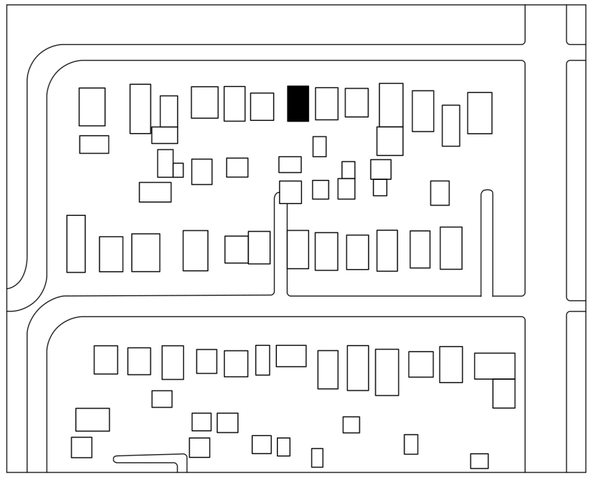
Dandelion Seeds

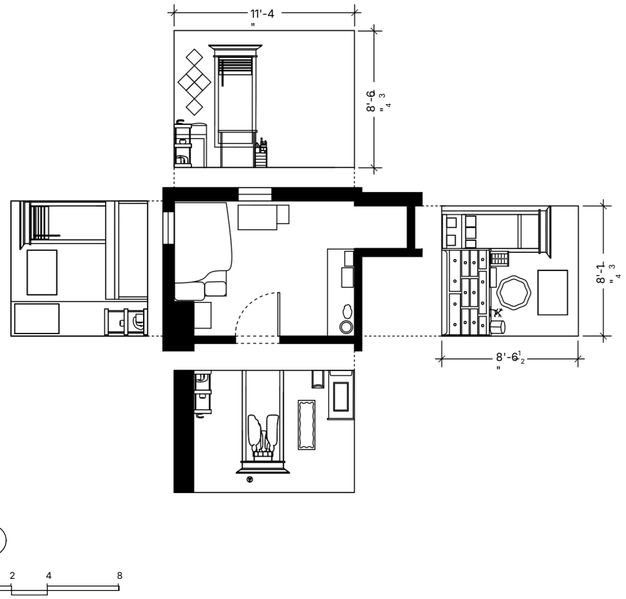
PROJECT - 04

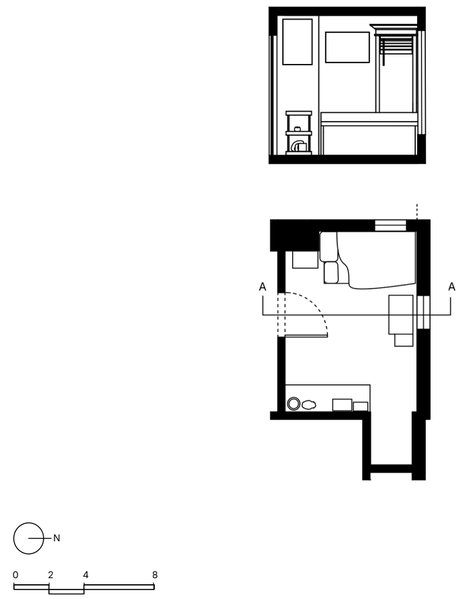
04

ROOM SURVEY & DIGITAL RECONSTRUCTION

Goal: measure and reconstruct a room in the Rhino Software







Site Analysis
The site surrounding the house was explored and documented by overlaying satellite images into Rhino

Room Plan + Interior Elevations
Precise measurements of the bedroom were taken and drawn on paper, then translated into Rhino

Section
A simple section was made to show how the wall meets the window and door of the bedroom unit









PROJECT - 04

ROOM TRANSFORMATION

The next stage focused on expanding on the previous design explorations through imagination and narrative-driven thinking. The goal was to challenge conventional ideas of what a bedroom could be and encourage the exploration of unique fantasies and necessities within a living space.

With this in mind, the room and the rest of the house were converted into a jungle gym. The result was named “The Jester’s Palace”—a playful and interactive space that reimagines how a room can be experienced.

The model took inspiration from *House NA*‘s separation of space, transparency, and interconnectivity.

Precedent: House NA

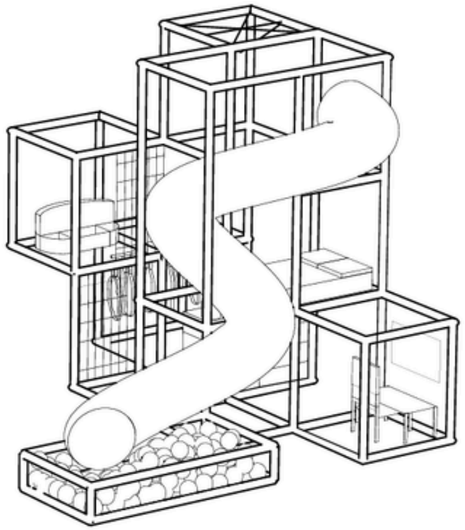


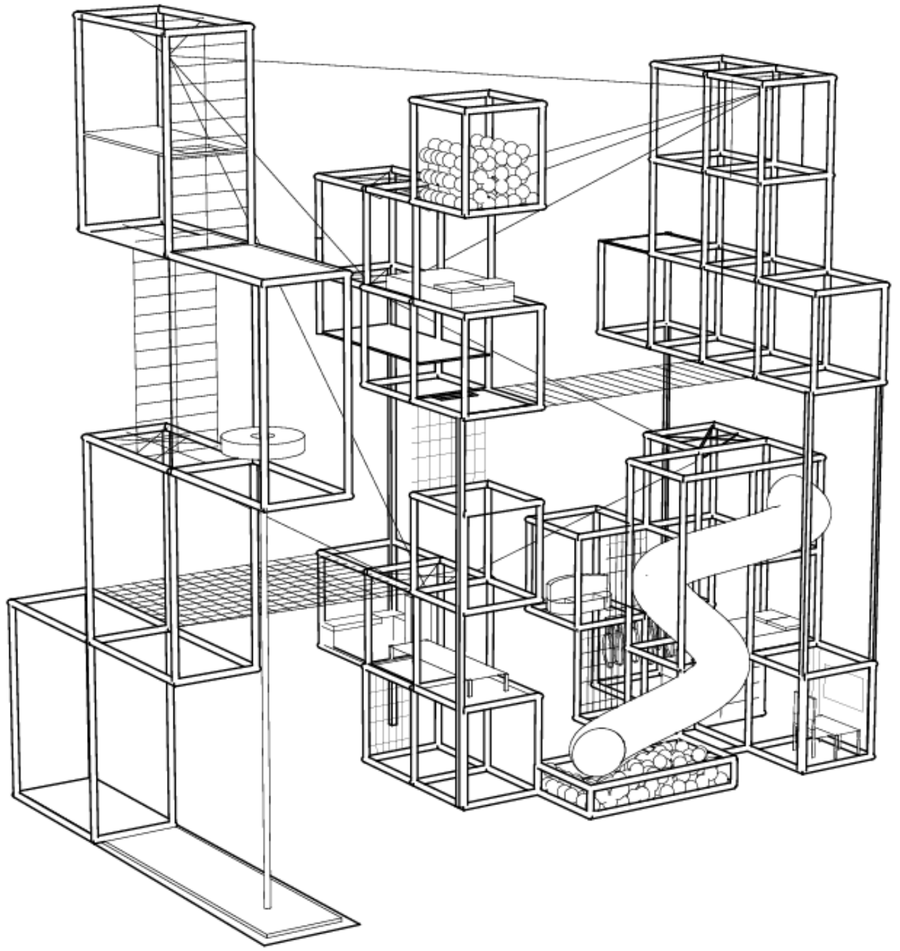


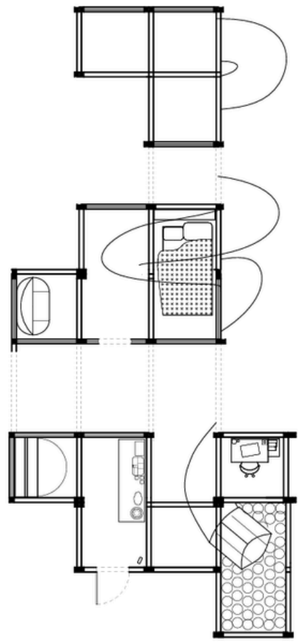
PROJECT - 04

RHINO MODELING

Once upon a time, there was a room, like any other—four walls, a bed, a desk, a chair. It did its job...but lacked some flair. until one day, a Jester moved in and began to scheme. “Why sleep in a room, when could you live in a dream?”

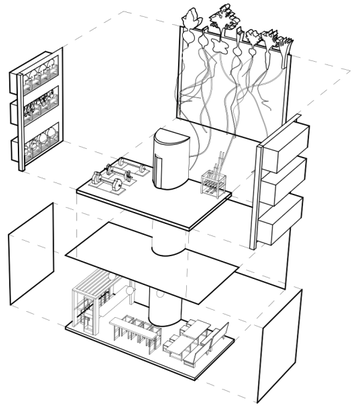






What once was just a place to stay,
Became “The Jester's Palace”—A house of wonder, built for play.

05





PROJECT - 05

HARVEST GAINS GYM





This project aimed to create a hybrid of a vegetable stand and a weightlifting gym using Photoshop and Rhino.

The project explored the depiction of flatness and depth in two-dimensional and three-dimensional forms.

Here, vegetables become the athletes, transforming the space into a playful exploration of perspective and imagination.



Subtle distortions throughout the space blur the line between reality and fantasy.

LET’S BUILD THE FUTURE TOGETHER!

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