

PORTFOLIO

2020 | KWANPO CHENG





Kwanpo "KP" Cheng is a Registered Architect in the state of Pennsylvania and a Carnegie Mellon University alumnus.

He has lived in Hong Kong, New York City, Philadelphia, and Pittsburgh.

His other passions include acappella music, ink art, his six ukuleles, and collaborative story-telling games..

STEAMBOX

Academic | 2015
Vivian Loftness
Philadelphia, PA

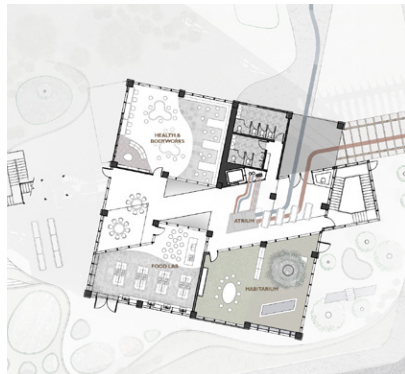
This project introduces a building addition that teaches, for supports, and furthers a high school's STEAM education program. Instead of traditional classrooms, internal spaces support broad concepts like World Hunger or Environment to integrate various fields and subjects. Rooms also promote the exciting and multi-disciplinary nature of the STEAMbox through proximity, visual connectivity, and fun displays of systems and concepts.



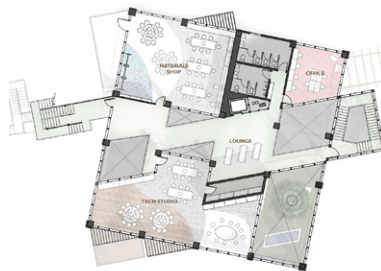


1.

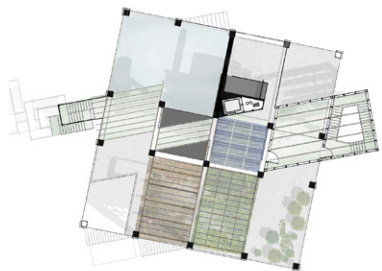
1. Exterior Render, Rhino & Photoshop
2. Ground Floor Plan
3. Second Floor Plan
4. Third Floor Plan
5. Roof Floor Plan
6. North Elevation



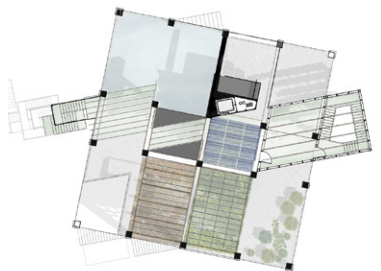
2.



3.



4.



5.

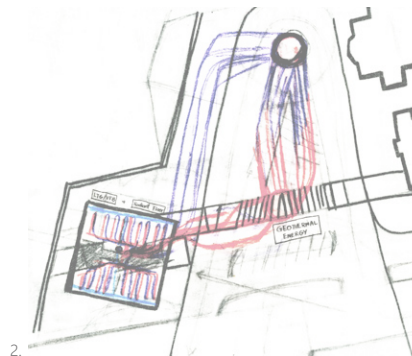


6.

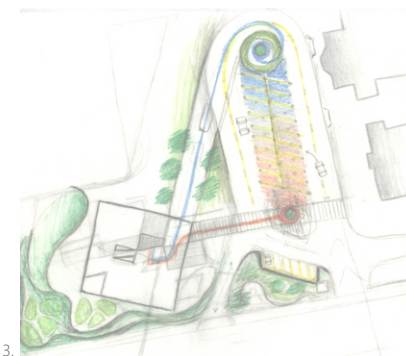
1. Atrium Render, Rhino & Photoshop
2. Geo-thermal Systems Diagram
3. Site Integration Diagram
4. Classroom Sketch
5. Classroom Sketch
6. Parking Lot Design



1.



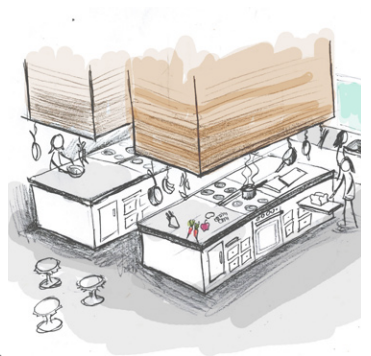
2.



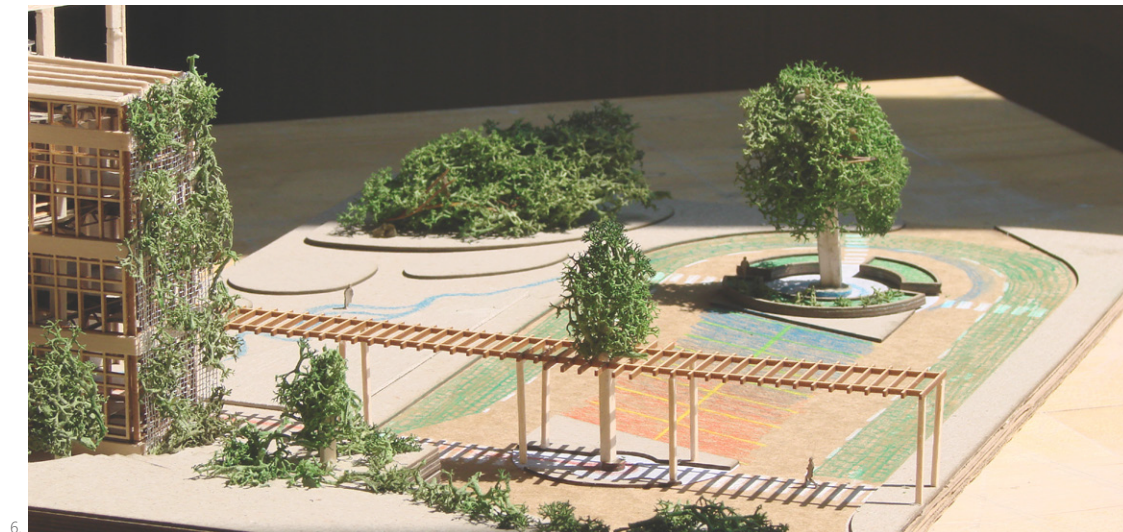
3.



4.



5.



6.

The skin of the building reveals the classrooms and pulls curriculum outside. The makershop displays robots and projects on the balcony; the food facade uses grains and other foods for shade and display. The building also functions as a teaching tool: the geothermal exchange parallels the circulatory system and natural circulation and the air and HVAC systems parallels the respiratory system.



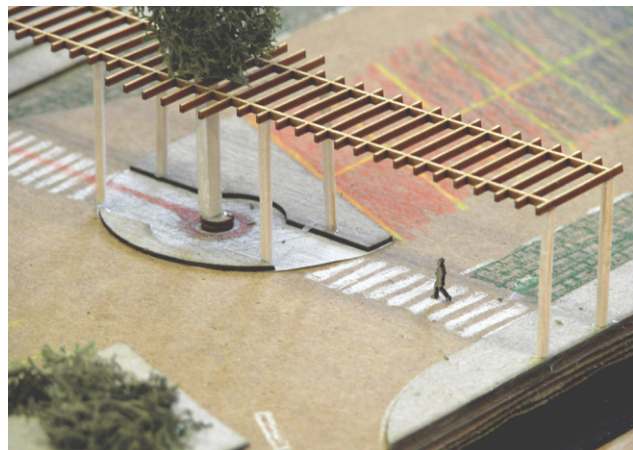
1.



2.



3.



4.

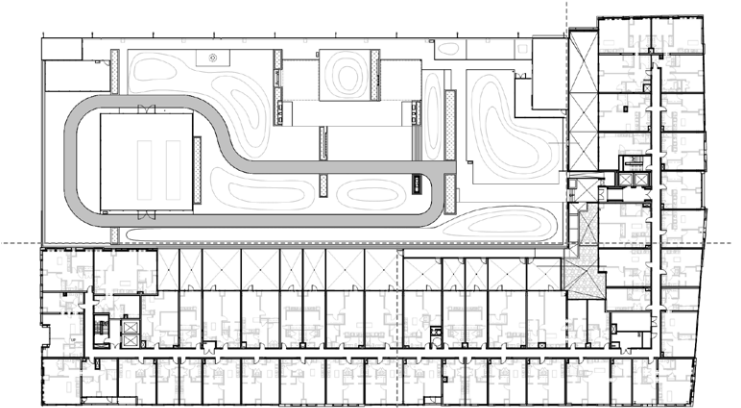
- 1. Physical Model
- 2. Learning Roof
- 3. Garden
- 4. Crosswalk

LINCOLN SQUARE

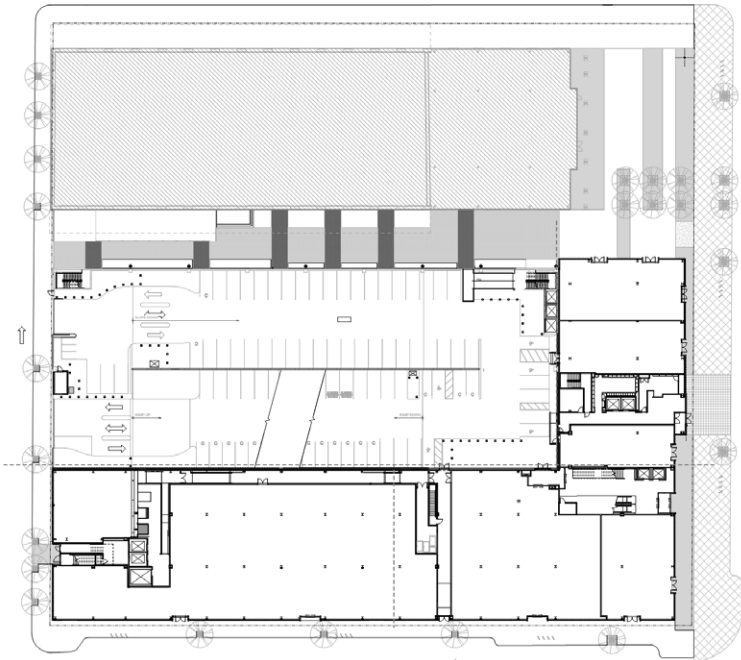
Professional | 2016
BLT Architects & Eileen Tognini Design
Philadelphia, PA

Lincoln Square is a mixed-use residential development located at the gateway to the Avenue of the Arts. The project consists of 322 residential units over two levels of retail in steel and composite deck podium. The pre-fabricated metal panel facade articulates varying depth, color and vibrancy.

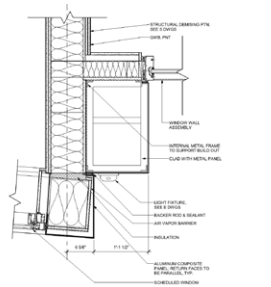
Images courtesy of BLT Architects



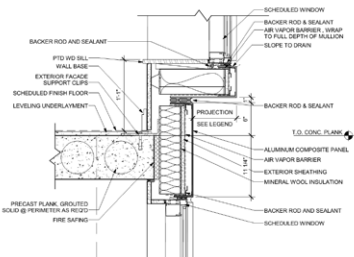
Amenity Deck and Residential Floor Plan
Revit, with project team



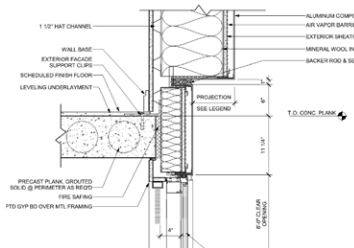
Ground Level Floor Plan
Revit, with project team



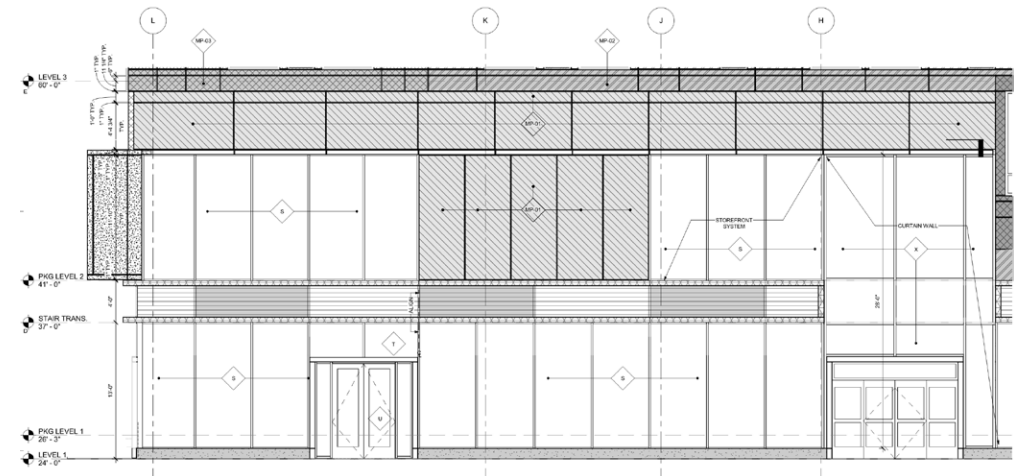
1.



2.



3.



4.



5.



6.

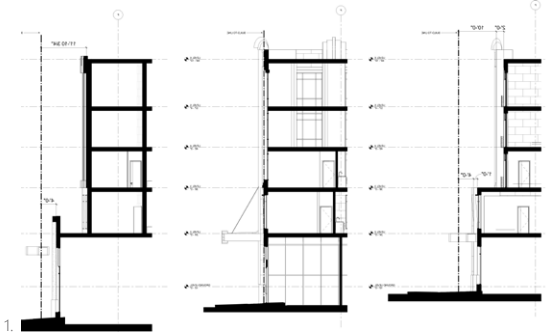
1. Metal Corner Joint Plan Detail, Revit
2. Projected Panel Window Section Detail, Revit
3. Projected Metal Panel Section Detail, Revit
4. Enlarged Elevation, Revit
5. Overall Elevation, Revit
6. Metal Panels as built

ARDMORE GATEWAY

Professional | 2018
BLT Architects
Ardmore, PA

The Ardmore Gateway is an urban mixed-use development in Pennsylvania. In early stages of schematic design, multiple massing options were produced from the overall and street level scales for the client.

Images courtesy of BLT Architects



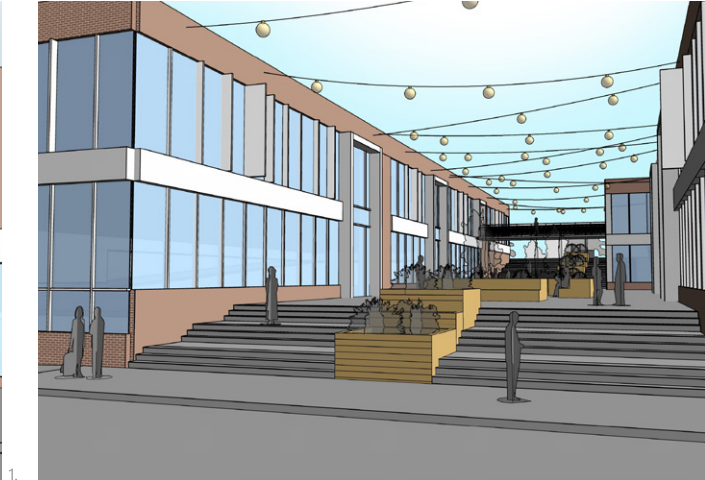
Left. Massing Studies, Revit, with team
1. Sectional Studies
2. Street-Level Studies
3. Resulting Render, via LiFang
4. Resulting Render, via LiFang

BOULEVARD

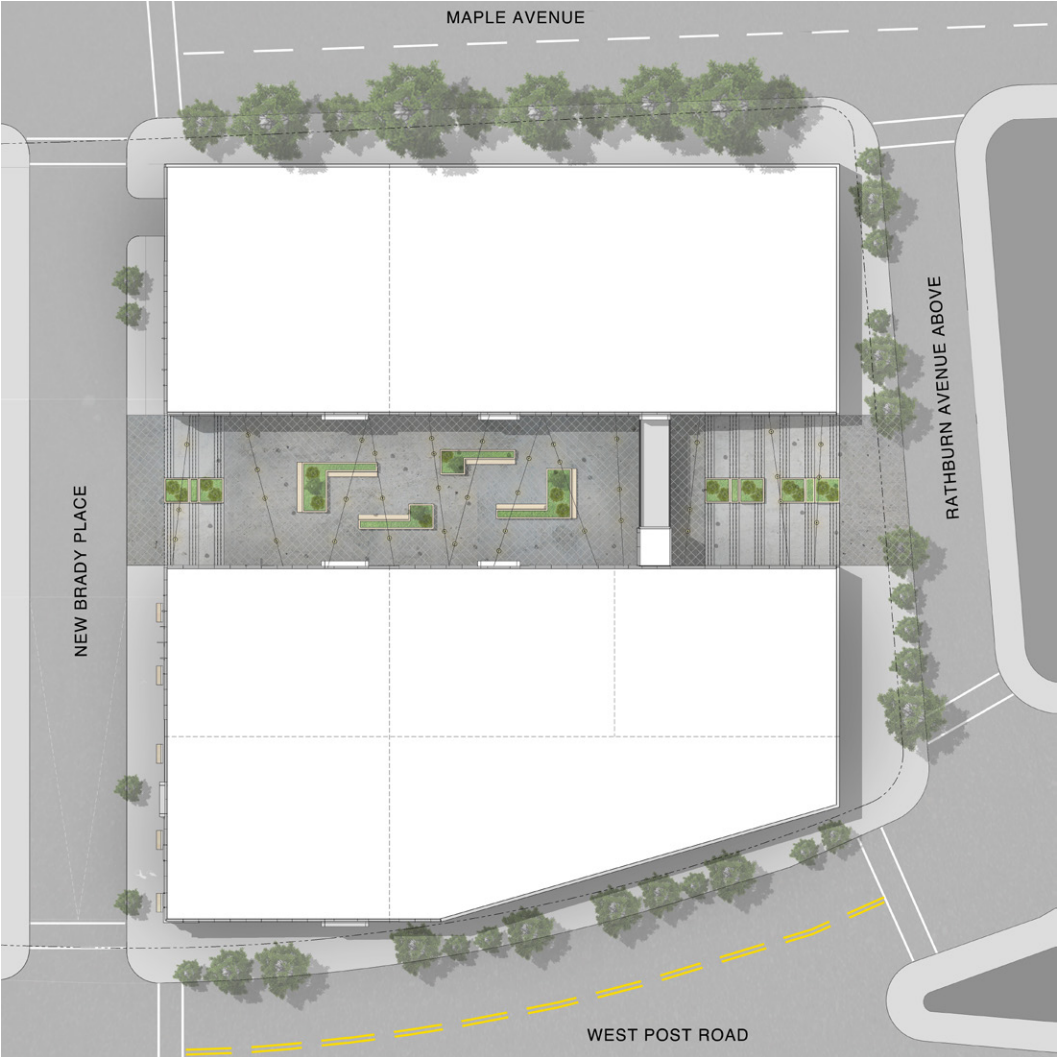
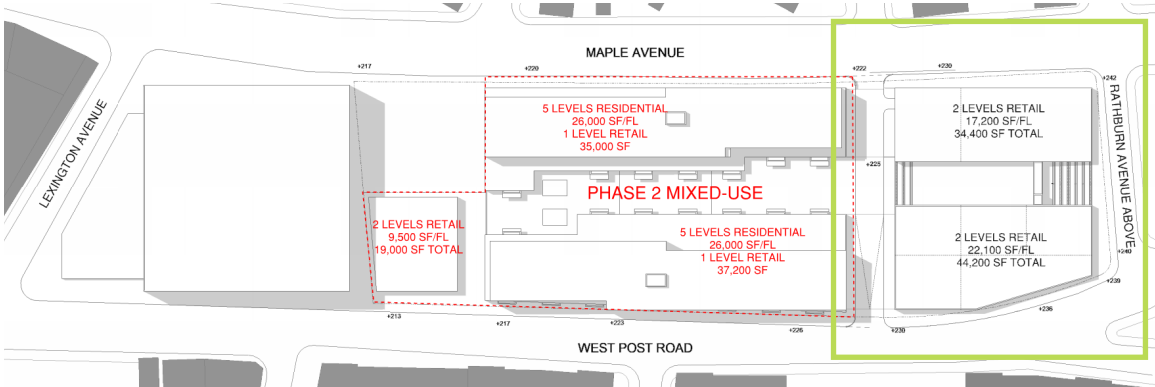
Professional | 2020
BLT Architects
White Plains, PA

Boulevard is a suburban retail development located in White Plains, currently in schematic design. This portion of the project consists of a retail mall bisected by a pedestrian corridor that simultaneously addresses a large grade change.

Images courtesy of BLT Architects



1. Central Corridor Facade and Character Study, Revit
2. Western Access Facade Study, Revit
3. Site and Phasing Diagram, Revit
4. Site Render, Revit & Photoshop



HIVE PIECES

Personal | 2016

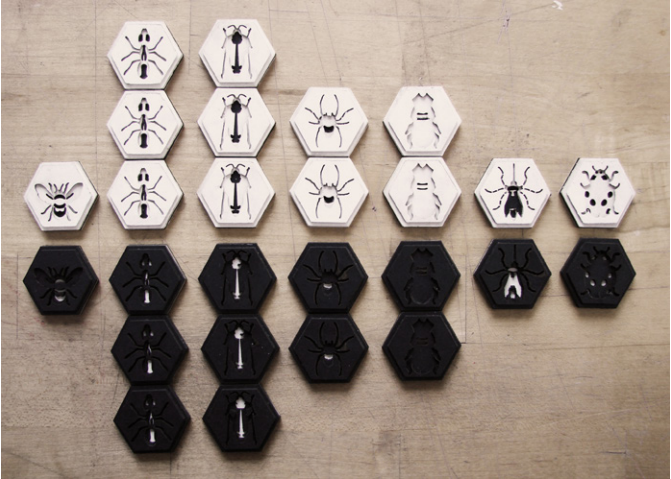
This reproduction of popular board game, Hive, draws uses minimalistic design and digital experimentation to plan and create a legible design.

Each piece was traced in Rhino and cut by laser on white illustration board and black matboard. After the ash was cleaned away, the burn marks were carefully sanded off the white pieces. The black pieces still sport their gold burn marks. These layers were then carefully glued in layers.

Right: Pieces Interlocking
1. Queen Piece Detail
2. All Pieces



1.



2.





"HIVE is a bug-themed tabletop game, designed by John Yianni and published in 2001 by Gen42 Games. The object of Hive is to capture the opponent's queen bee by completely surrounding it, while avoiding the capture of one's own queen. Hive is an abstract strategy game."



GROWING PEACE

Personal | 2018
John Stewardson Memorial Competition
Þingvellir National Park, Iceland

The John Stewardson Memorial Fellowship is an annual design competition for post-graduates. Entrants were tasked with developing a universal "peace altar" in the heart of Þingvellir National Park. This design connects visitors to the environment by mirroring the natural rifts of volcanic Iceland in natural, geographical, social, and intimate scales.

This project received an Honorable Mention.

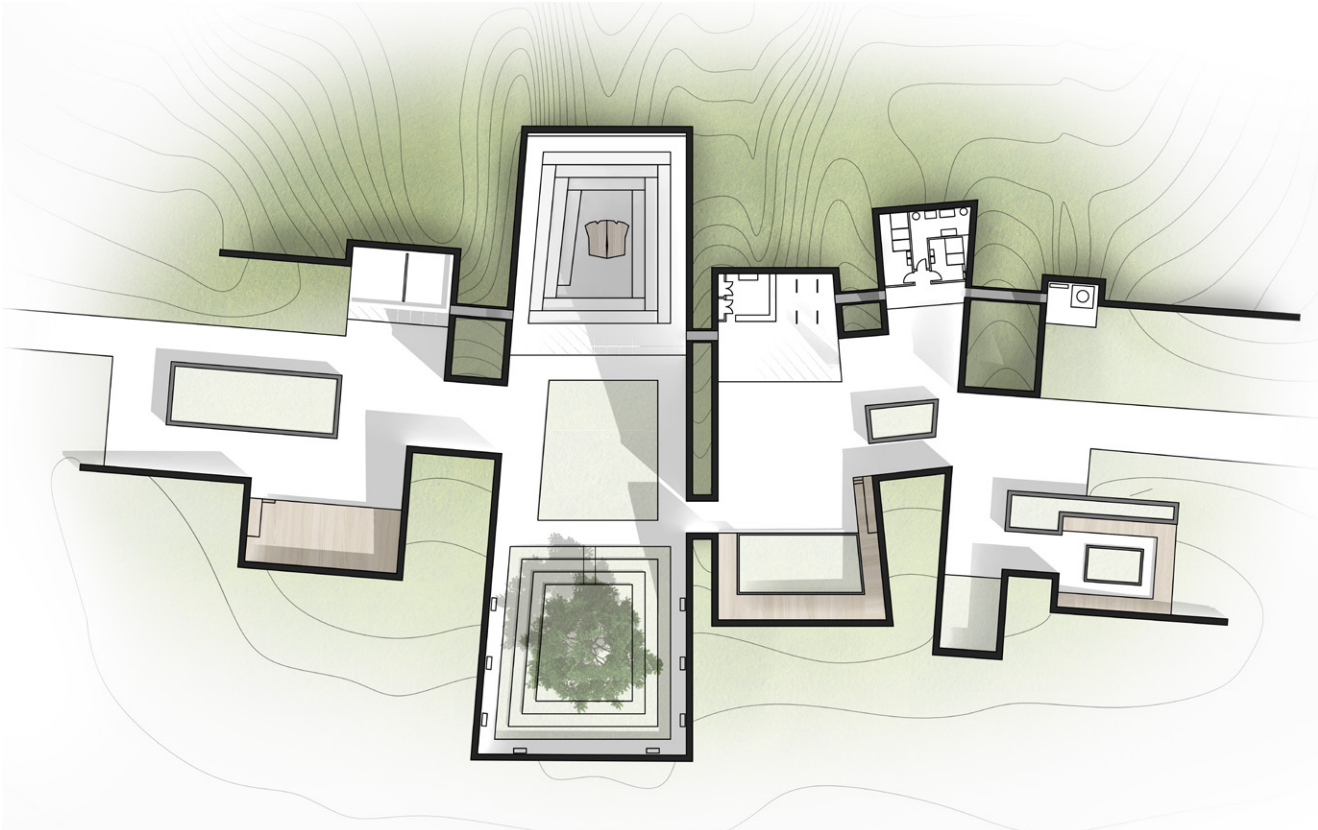




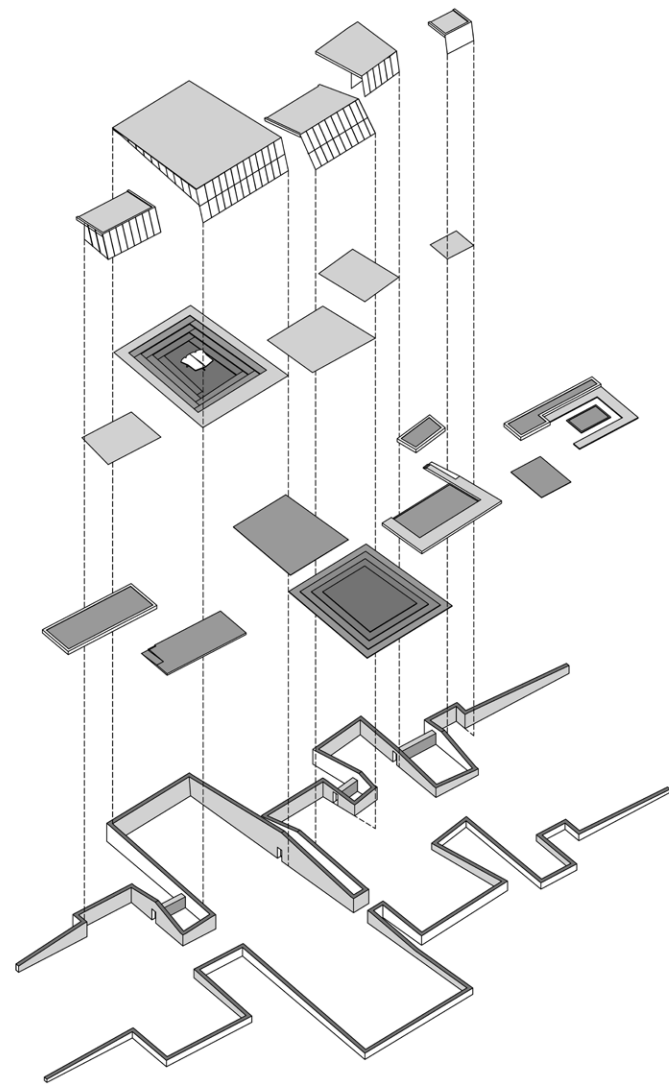
1.



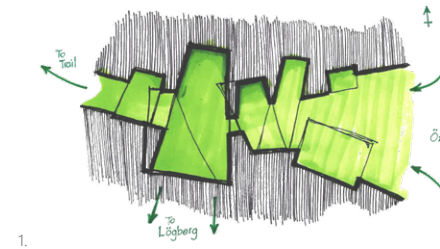
2.



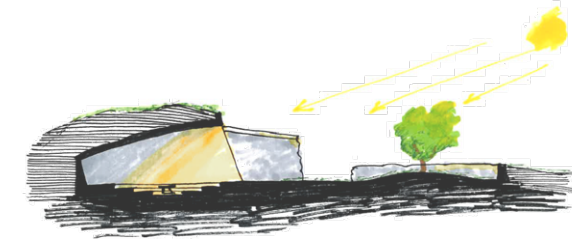
1. Site Section, Sketchup & Photoshop
 2. Render View of Þingvellir National Park, Sketchup & Photoshop
 Right. Site Plan, Sketchup & Photoshop



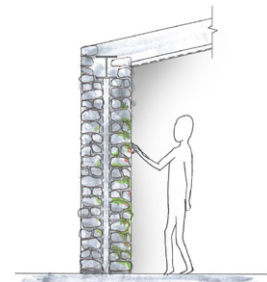
Left: Exploded Axonometric View
 1. Connective Orientations and Paths of Travel
 2. Capturing the Sun
 3. The Intimate Living Interface



1.



2.



3.



4.

KWANPO CHENG

kwanpocheng.com/architecture

kwanpo.c@gmail.com