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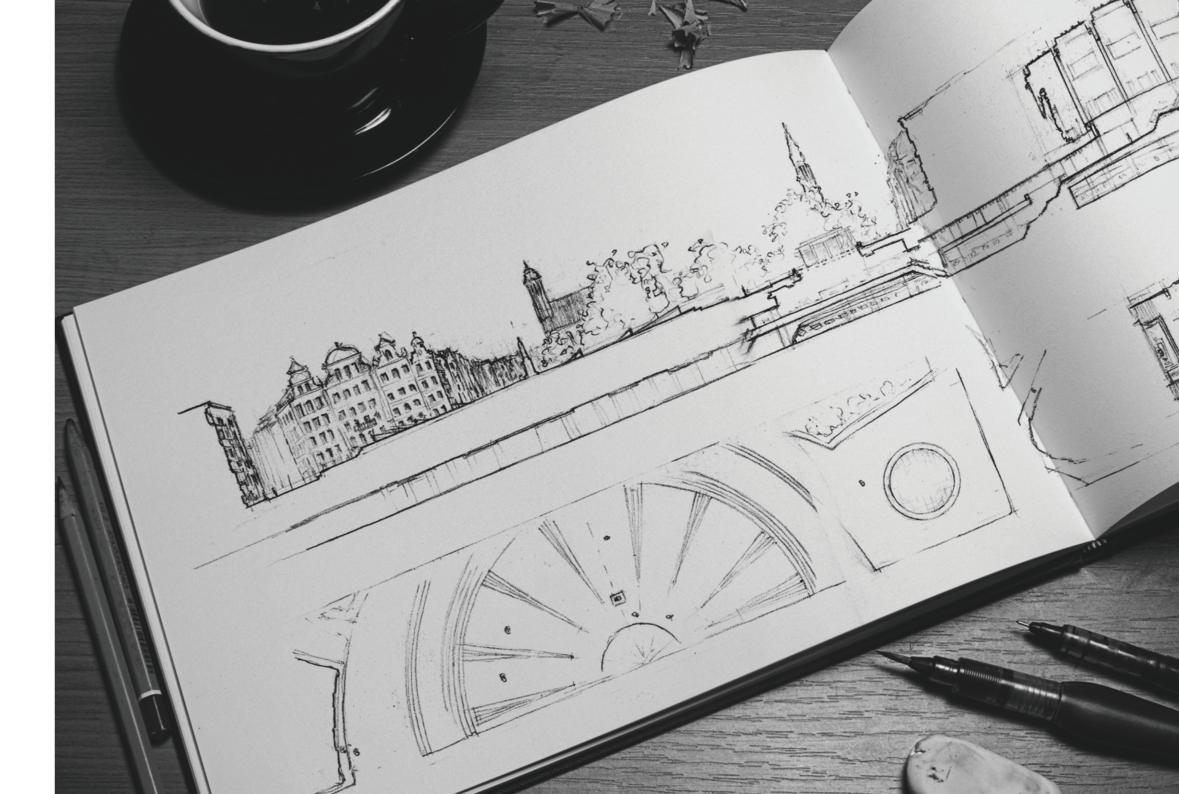


ACADEMIC DRAWING

Here's some academic drawings, learning proportions, perspective and centring. All the following drawings have been made in a live environment, without instruments except pencils & paper.



Academic Work 2011-2015

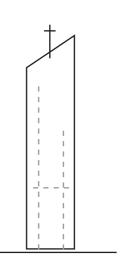












DECONSACRATED CHURCH - TRINITY REHABILITATION

This project takes place in an existing church in the center of Bruxelles: the 220 years old Trinity Church.

The recreated place is alternating two programs, one base don the craft workers (8am to 19pm) the other one brings the nightlife in the church, with a club and a concert scene (19pm to 4am). Bring back people in this forgotten place, celebrating the new society values.

The project aims to question nowadays relation to the sacred, placing the handwork in the center of the beliefs, as a higher value in a consumer society.





Academic Work March 2014





Physical model Patrimony work on the facade

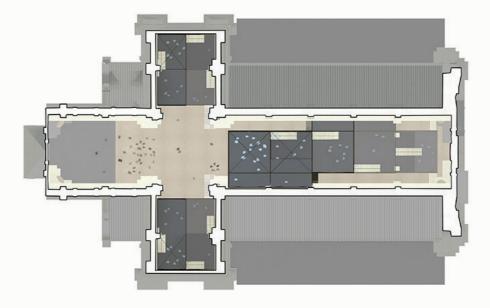


3D Visualization Patrimony work on the facade









Daylight Project Craft Center

Night Project Nightlife



HOUSING - MEET THE BARN

This project takes place in the Belgium countryside, with the responsibility to densify a small town call « Perbais » bringing 300 habitants when there's just 140 people for now.

The willingness of the project is to complete a pre-existing schema, that insulated buildings along consolidation paths, this is to control the city growing, focusing on the edge of fields.

The project focuses in 6 locations, with 16 housing each. The building is conceived as a set that contains all, welcoming vehicles under a common porch. Keeping link with the land, and the development of community life are the foundations of this project. Lastly, the material is inspired by industry codes, strengthening the aura of a building that acts as a signal output agglomeration.





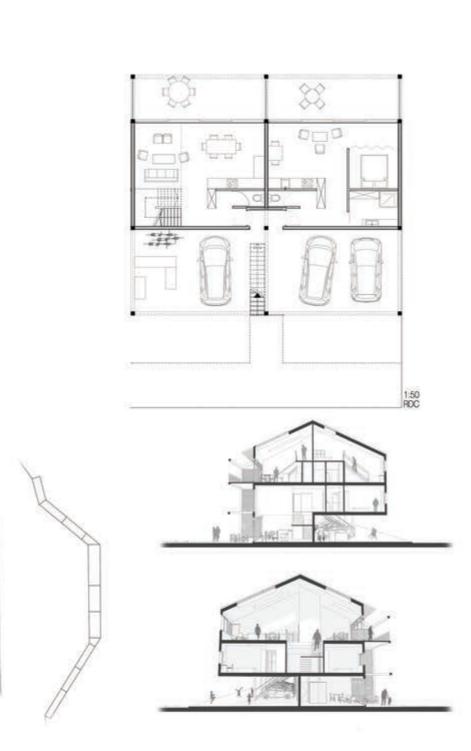




3D Visualization Attention on the field relation & materials



Physical model Establishment at the field's edge



Plan & Section Systematize a certain quality of life

3D Visualization Section of upper housing



IN THE FOREST LIES A GARDEN..

The following project was done at the « Architecture in Representation » class, led by Laurent Lescop, the purpose was to approach new architectural ways of communicating and travelling a project. The class's subject was the Cistercian order, we chose a ruined abbey: Clairmont. The purpose was to rebuild the abbey, on a patrimony work, but also give it a new meaning by the injection of a vegetal cloister.

Thanks to the technology and «Unity3D» we were able to recreate an interactive environment, in augmented reality (360° projection). This innovation allows us to show how Clairmont is reinvented, throughout seasons, throughout years.

The immersive aspect of Unity has allowed us to test atmosphere, spatiality, but also sounds associated with our project. Our idea of a plant cloister implies a permanent evolution of life; the software allowed us to test the installation for 1 day, 1 year, 5 years, 10 years or even 150 years .. Staging change and evolution in an abbey where time seems at a standstill.



Project featured on the « Worship in soundscape » exhibition in Quai Branly Museum, Paris, november 2015

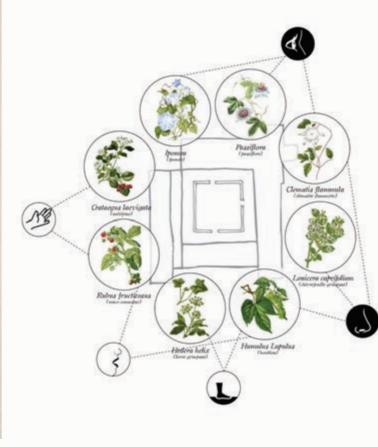


Academic Work December 2015



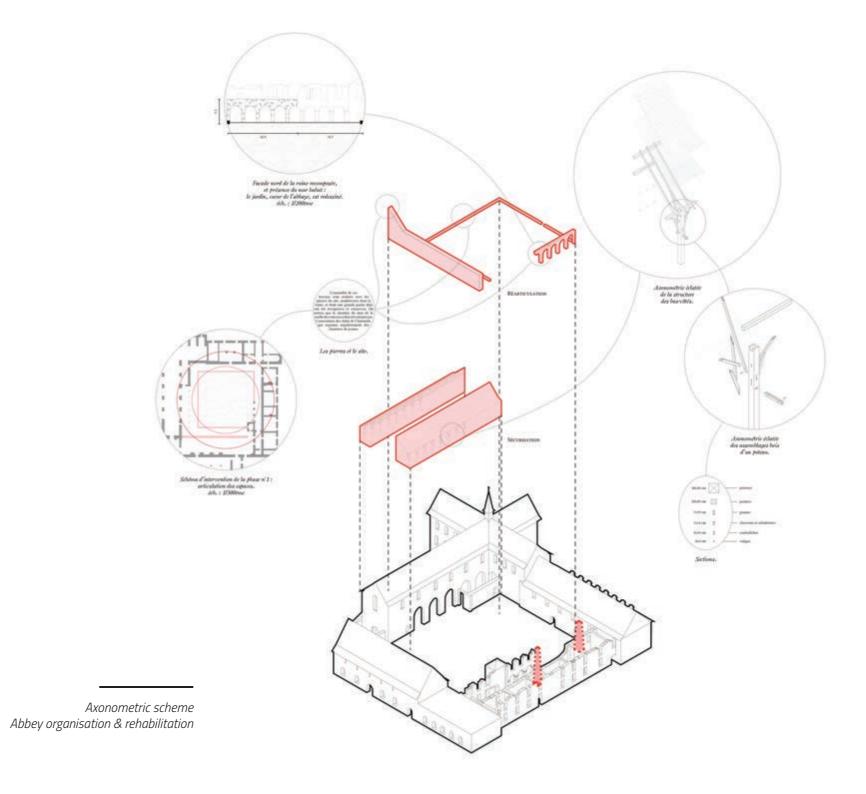






Collage concept

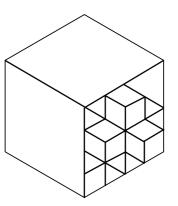
Flower essence & distribution





Abbey & vegetal cloister section





SMART CITY - JALIS EXPLORATION

The concept here is to create a new concept of smart city, in Jaipur, India. The environment is hostile, monsoon, extreme heat & hydric stress in the middle of an Indian desert.

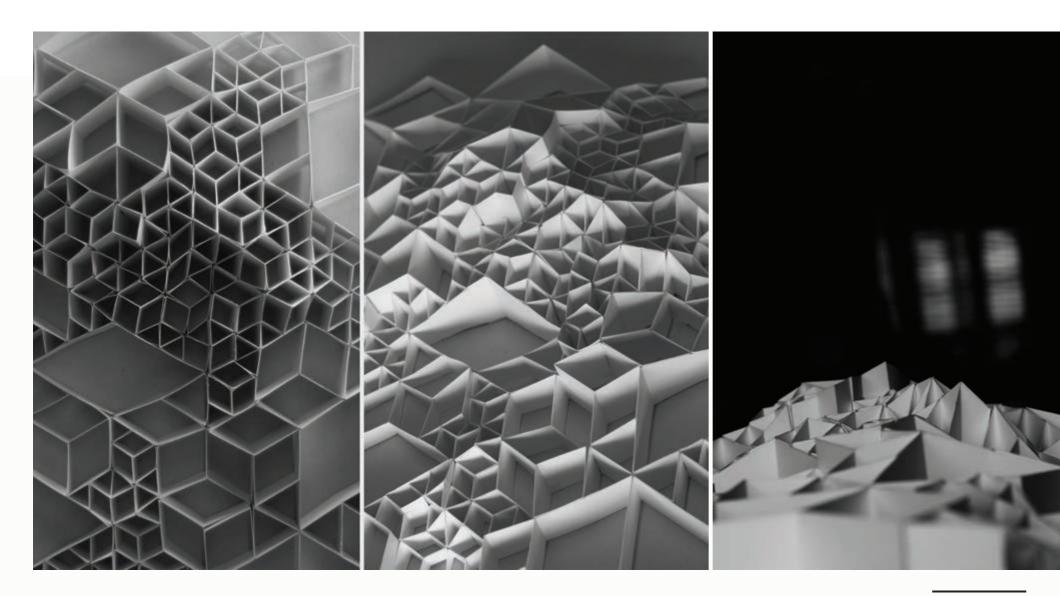
We decided to go along following a geometric path, trying to get profit out of the lack of resources, and imagining an expanding structure based on geometrical alteration. The Masterplan & 3D model combine the planning in terms of: transport, housing & work typology, networks, culture access, agriculture, public space and water holding.

In the end, this project combines a sculptural aspect, practical knowledge and technological advances defining the city as « smart ».



Academic Work June 2015





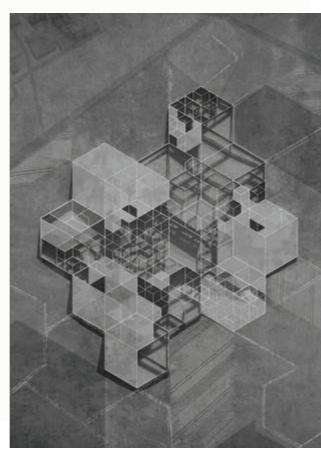
Model Folding to allow the city to take place

TUBE HOUSING MAIN BUILDINGS

RESSOURCES

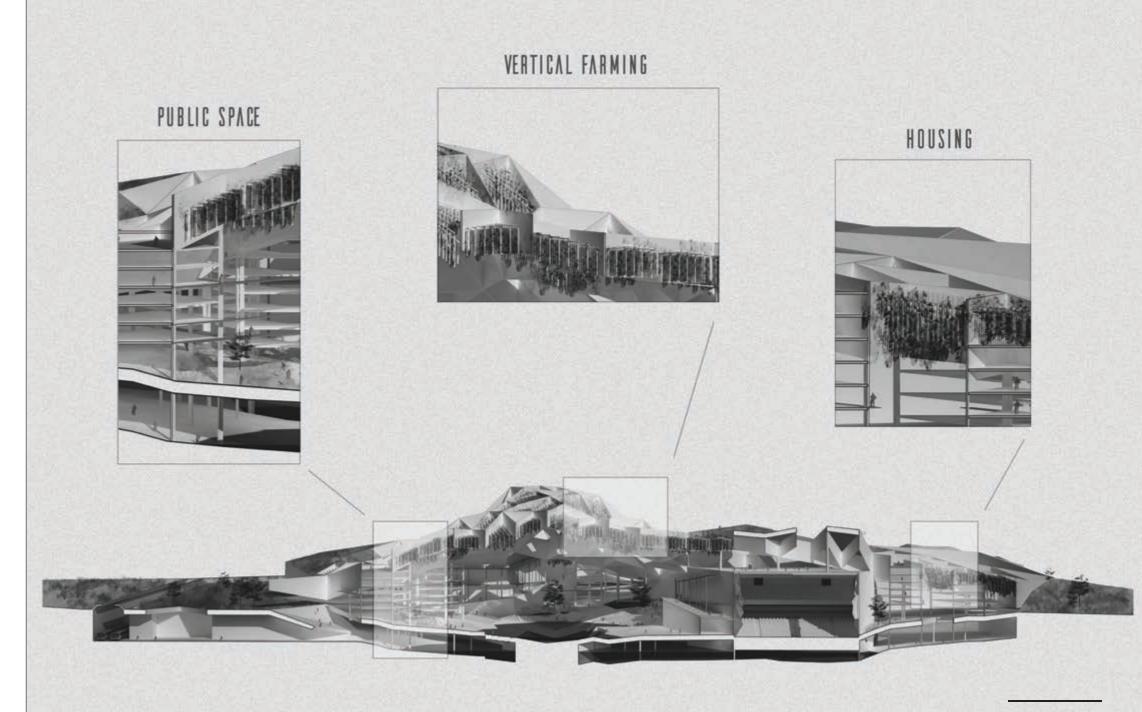




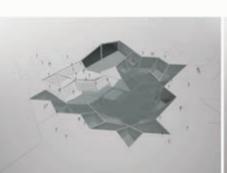


Amphiteather section

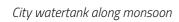
Geometric city Masterplan















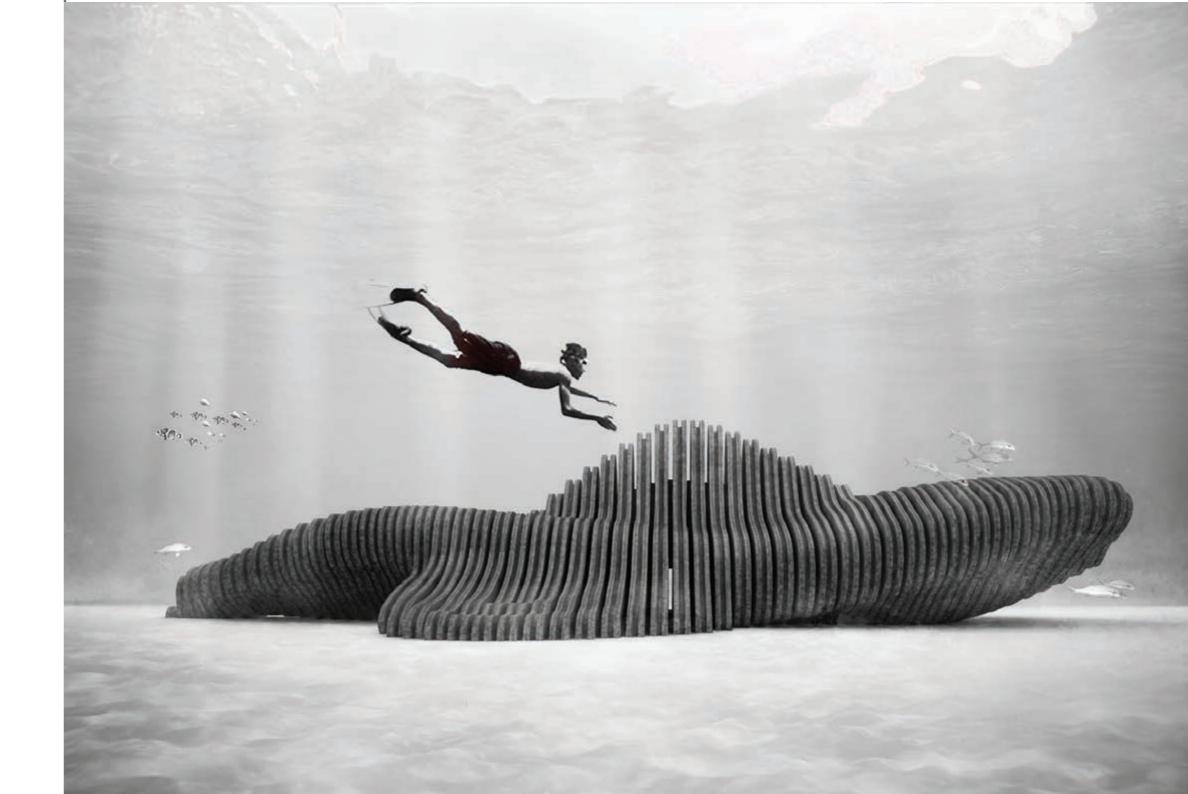
FURNITURE DESIGN - CURVILIGN BENCH

The concept here was to create a parametric furniture, seeking inspiration in the deep sea, where form-finding meets fluidity. I wanted a stout form, that's why the whale-shark seemed to be an obvious choice.

The purpose was also to practice Grasshopper, a graphical algorithm editor tightly integrated with Rhino's 3-D modeling tools.



Academic Work March 2015

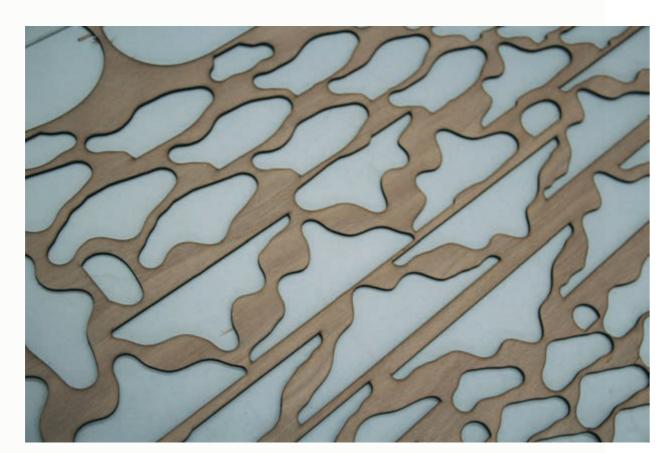


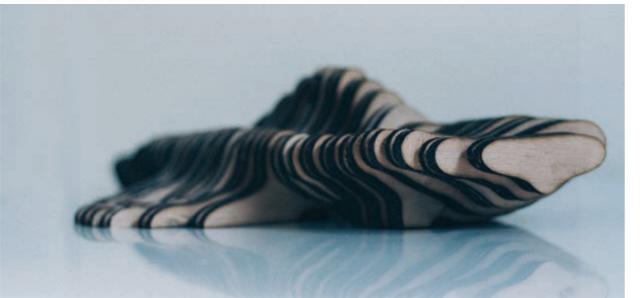






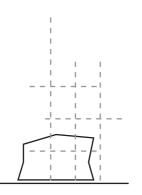
3D interior rendering





Lasercut model 1:20 scale





SYRIA POST-WAR HOUSING : A CULTIVATED LEGACY

MEMORY

The proposal aims to accompany the Syrian people's essential grieving process on the path of a healthy recovery.

OPEN-SOURCE

An architecture, conceived as flexible, modular and appropriated for all, will offer the possibility for the syrians to rebuild the cities by themselves.

AGRICULTURE

By implementing growing areas to the habitation modules, every Syrian becomes a part-time farmer, at the center of a network of commodities exchanges within a district, enhancing the interdependence of those new urban communities.

Crops and urban wastelands will grow side by side: nature and life gradually resuming their rights over those deadly symbols, letting sanctified ruins stand as the quiet witnesses of Syria's rebirth.

more info here : www.matterbetter.com



Honorable Mention at the Matterbetter Interational Competition over 450 submissions



Personal Work June 2016

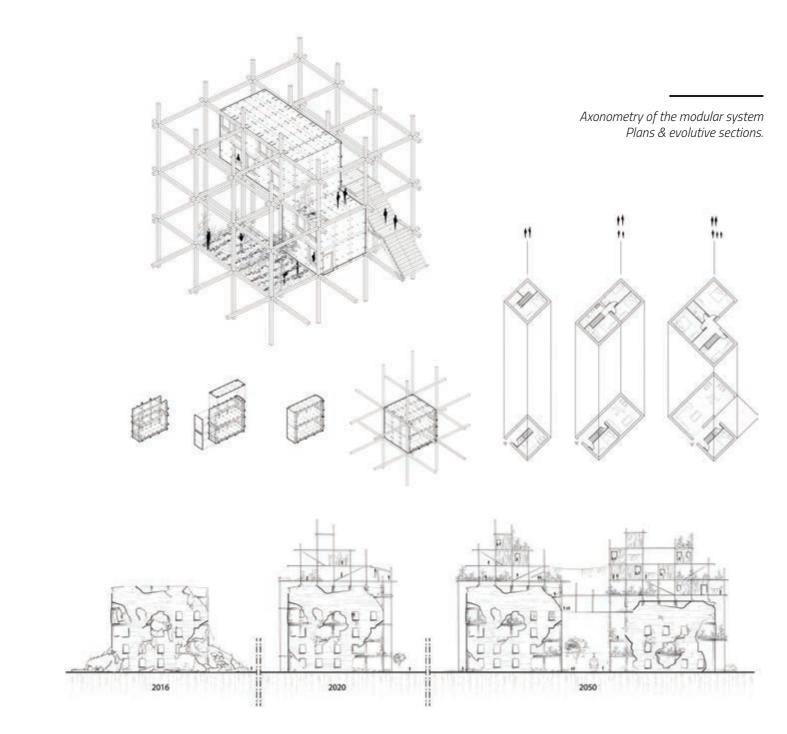




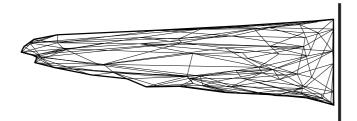


City view from the roof of the new structure.

Inside of the culture growing ruin







«CHINA HIL» SCULPTURE BASED ON THE CONTAINER

A sponsored art sculpture based on a container, the exhibition took place in Beijing in October 2016.

This project was done with Rhino + Grasshopper, coordinating the manufacturing and the making.

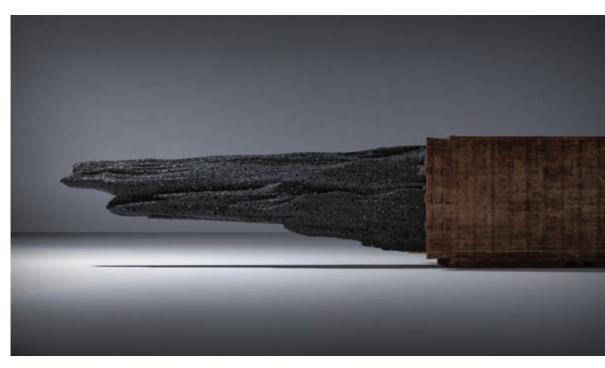
The rock plays a major role in the world of Chinese scholars. Mountains, caves, landscapes or garden, the rocks are all at once. Other worlds in the heart of the world.

From a distance, the texture is rough, that of a rock, explosive. The closer we get to it, the more it becomes singular, a skilful assemblage of adjusted stones that draws the outlines of a living landscape.

more info here : www.tetrarc.fr



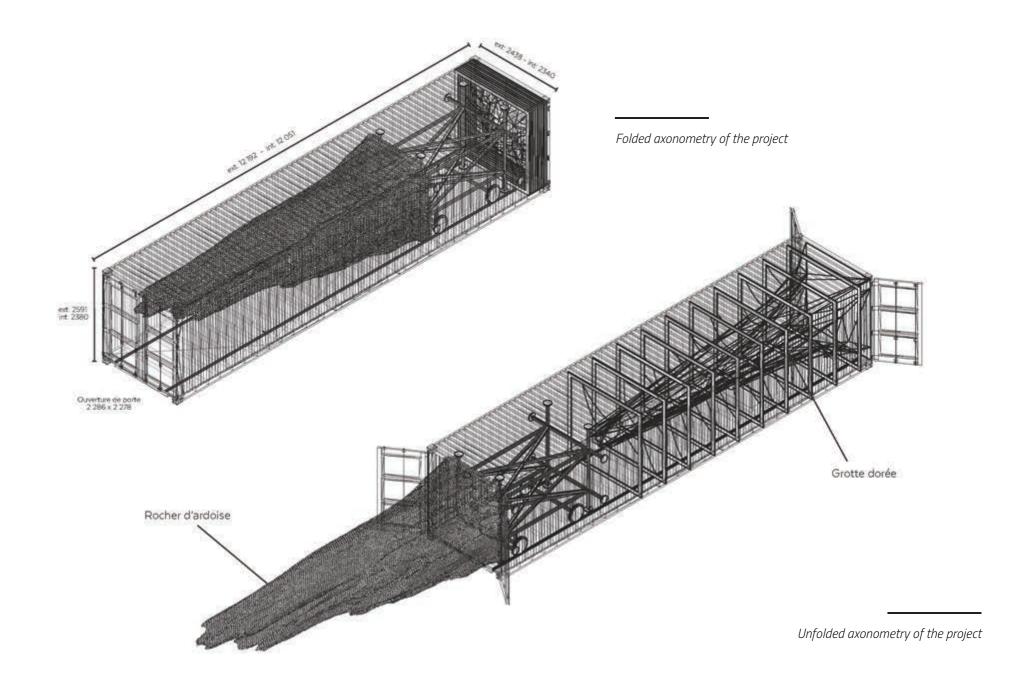




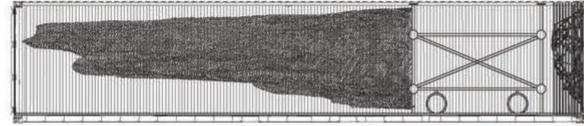
3D View







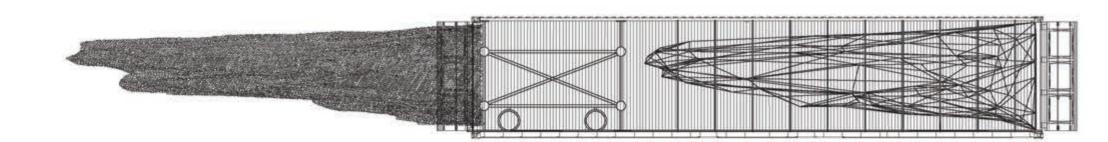
Ghost section of the project



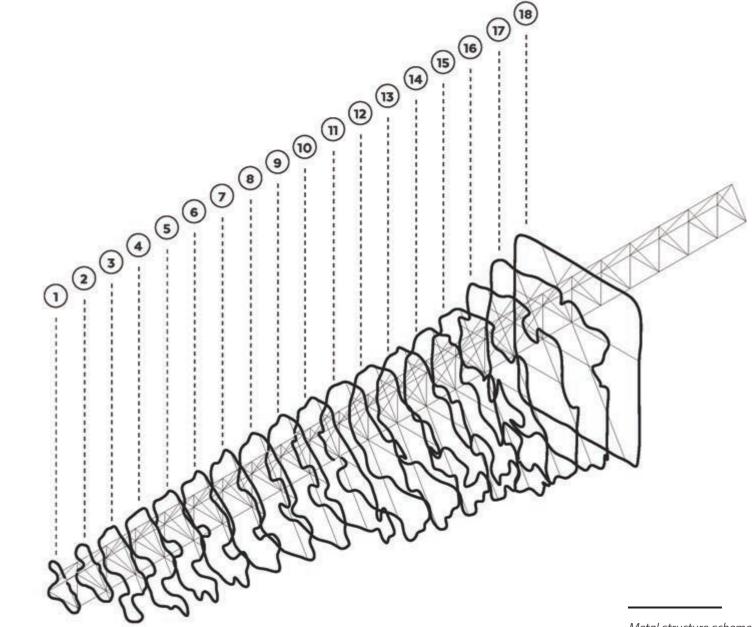
12 m

STRUCTURE REPLIÉE

STRUCTURE DÉPLIÉE



21 m



Metal structure scheme for making

49

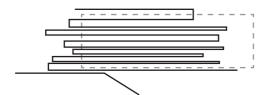




Photography of the manufacturing, more than 14 000 facets



Fictional integration as a tower



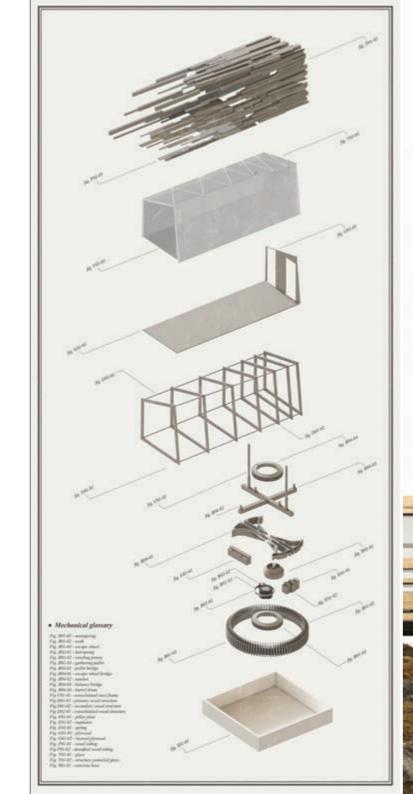
A CLOCKWORK RETREAT - COMPETITION

Proposal for a the Northern Light Competition, participants were asked to deliver design proposals for accommodations to house permanent hosts and up to 20 temporary guests. Located in Iceland in a Northern Light scenic landscape.

Time. Speed. Contemplation. Take a watch. Take off the bracelet. Remove the dial. Set aside the crown. Get rid of the second hand and the hour hand. Then only remains the mechanism and a needle. Our project is this needle. And you control the mechanism, take the time you don't have. Our proposal has only one goal: suspend time to beauty stroke.

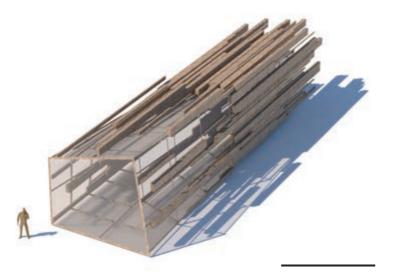
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collaboraton with L. Midy May 2018





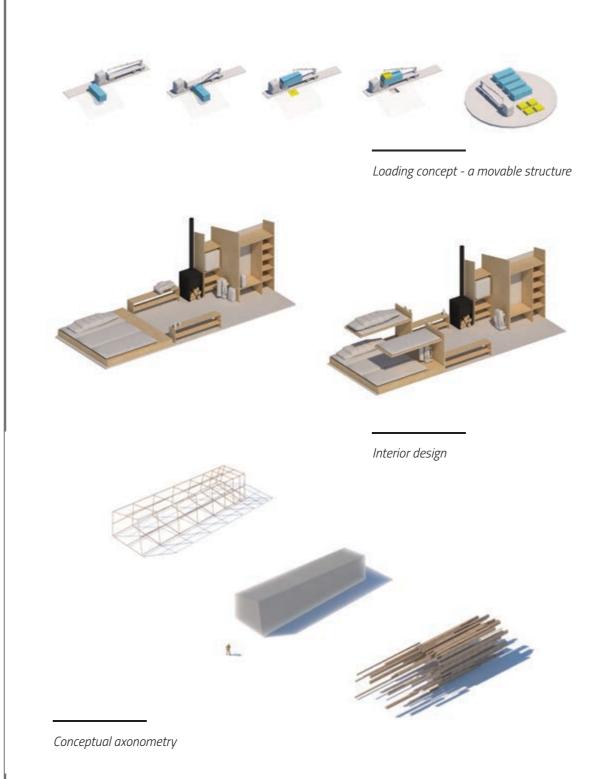


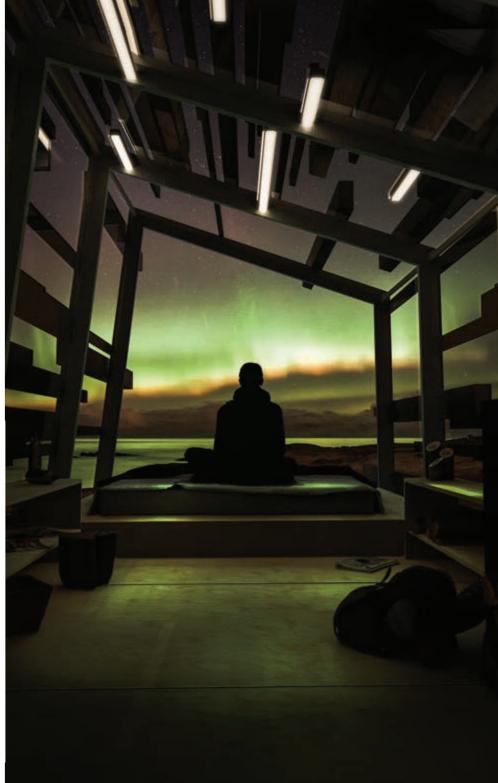


Axonometry module

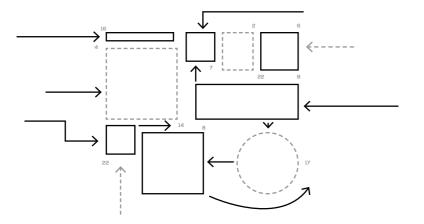


Contemplation - Collage concept





Overall view



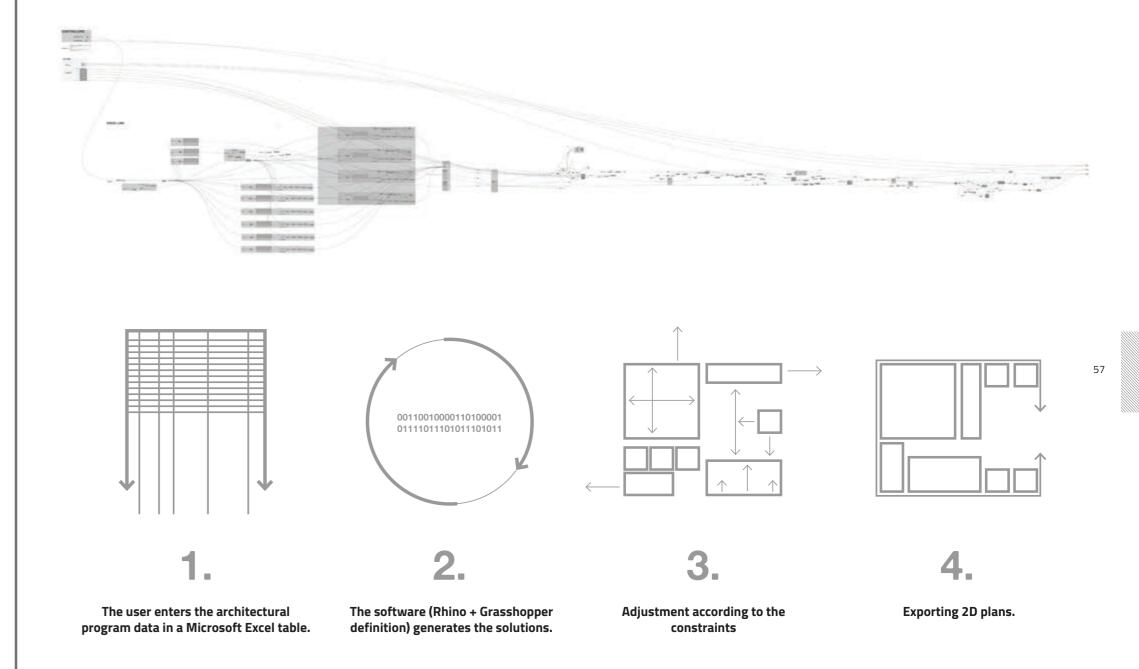
GENERATIVE DESIGN - THE ARCHITECT AUTOMATION ODYSSEY

During the last 6 months I had the opportunity to explore generative design by coding a software able to create architectural plans automatically.

The Generative Design is an iterative design process that involves a designer & a program. The program will generate a number of outputs that meet constraints. The designer will refine the search space by changing the values (intervals, constraints & variables).

Above all it's a method of rapid exploration of design possibilities. From a given architectural program, possibility to leave an infinity of possibilities, always right.

a collaboration with SUPERCONTEXT (architectural firm in Sydney) 2018





GET TO KNOW ME: PHOTOGRAPHY & TRAVELS

I'm deeply into photography, another way to note that art & technology aren't that far, just like architecture. I know it's not really original these days, but travels made me.

Here's a selection of some photographs : shot with Nikon D90, 50 mm & 16-70mm lens.



1st prize at « Best architectural photoshooting - Saint-Luc Institutes» competition, june 2011

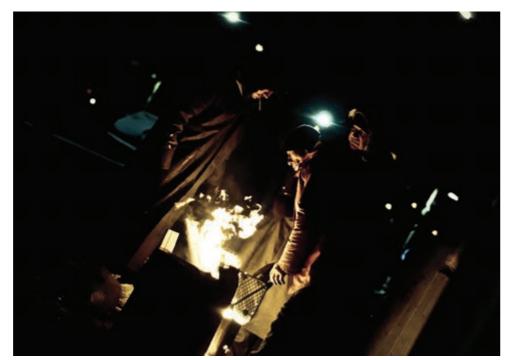


Academic Work 2013-present



















THANK YOU FOR YOUR TIME!