



Julie Swinney

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About Me

Hello, my name is Julie Swinney. I grew up in Troup, TX, and I am currently studying architecture at Texas A&M University. I recently graduated with my Bachelor of Science in Interior Design in May 2023 from Stephen F. Austin State University. When it comes to interior design and architecture I am open to both residential and commercial design. Programs I am familiar with include AutoCAD, Revit, Rhino, Chief Architect, Enscape, Light Room, Photoshop, Illustrator, and InDesign.

In my free time I enjoy spending time with my family and my two dogs. I also have a passion for photography, especially landscape photography. My sister is a photographer and for some events I get the opportunity to be her second photographer. I also do the photography for my church's social media and newsletter.



Tenth Street Historical District

Tenth Street Historical District

Part 1

Project Objective:

The objective of the first part of this project, as a class, we were to analysis the community as a whole. For this we divided parts of the project to create maps related to the community.

My group was to create updated neighborhood maps that indicated which houses were contributors and non contributors to the historical district.

With these maps I also created another set of maps, that cross references the lot owner maps; for the class to decide which lots to pick for part 2.

Group Members:

Julie Swinney,
Lisuly Mendoza

Skills:

Illustrator

Maps:

Contributor Lots - Julie Swinney

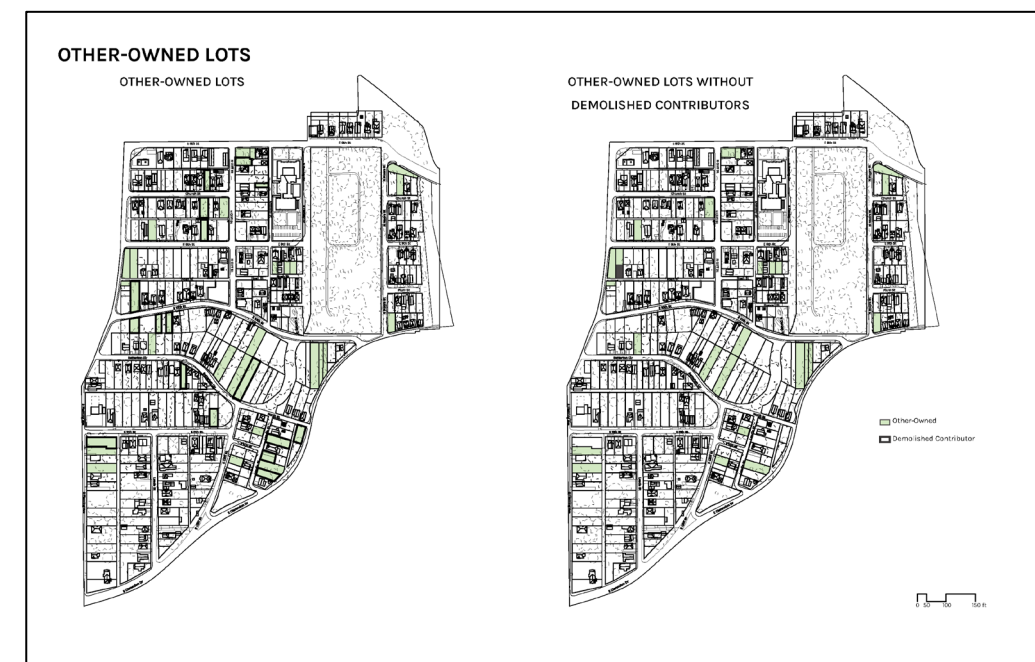
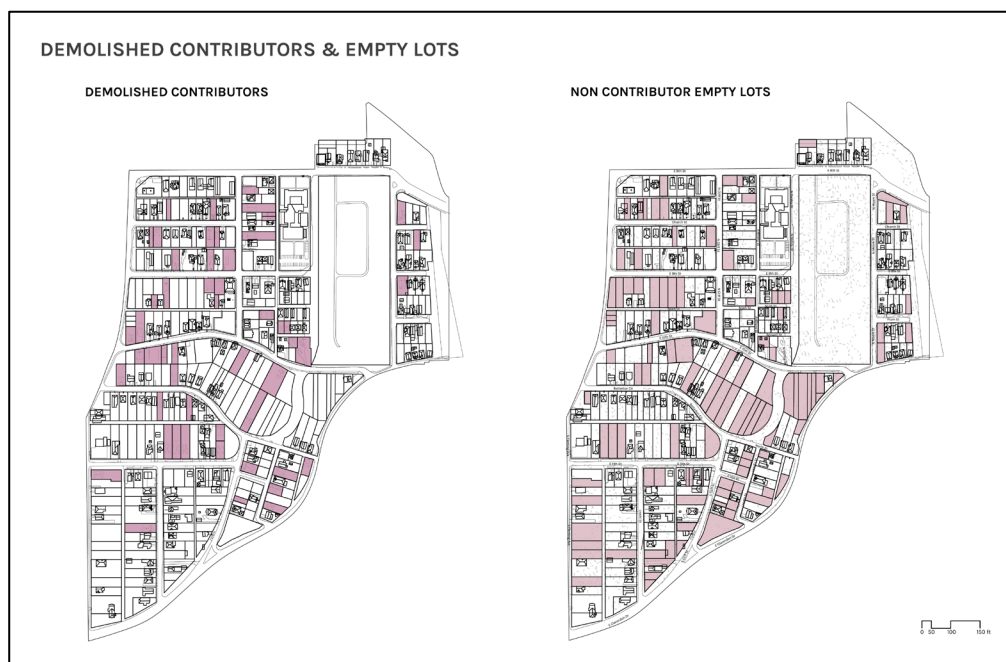
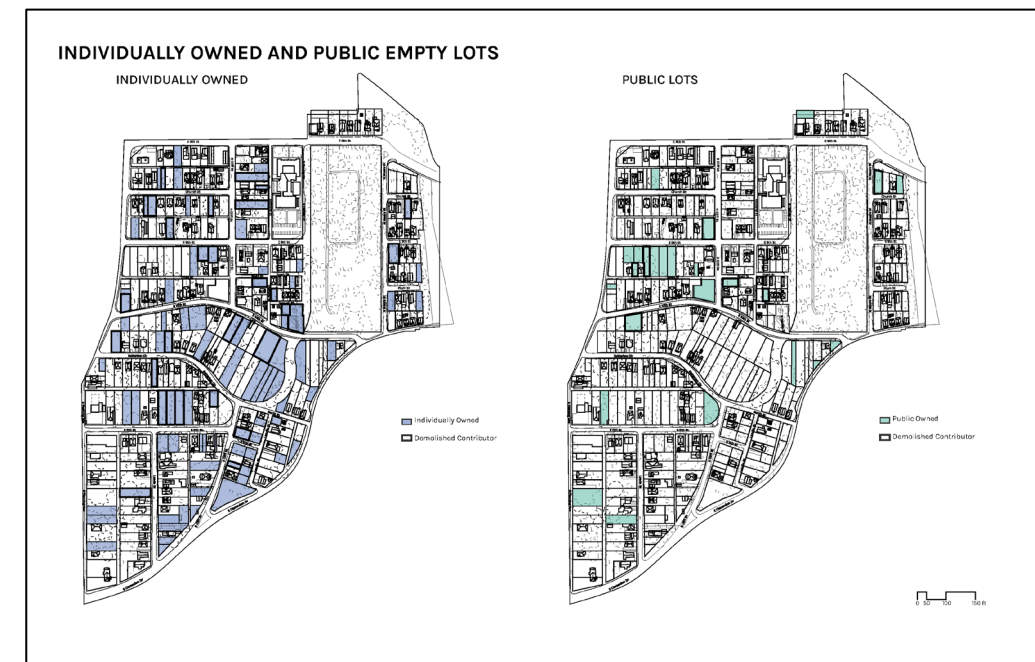
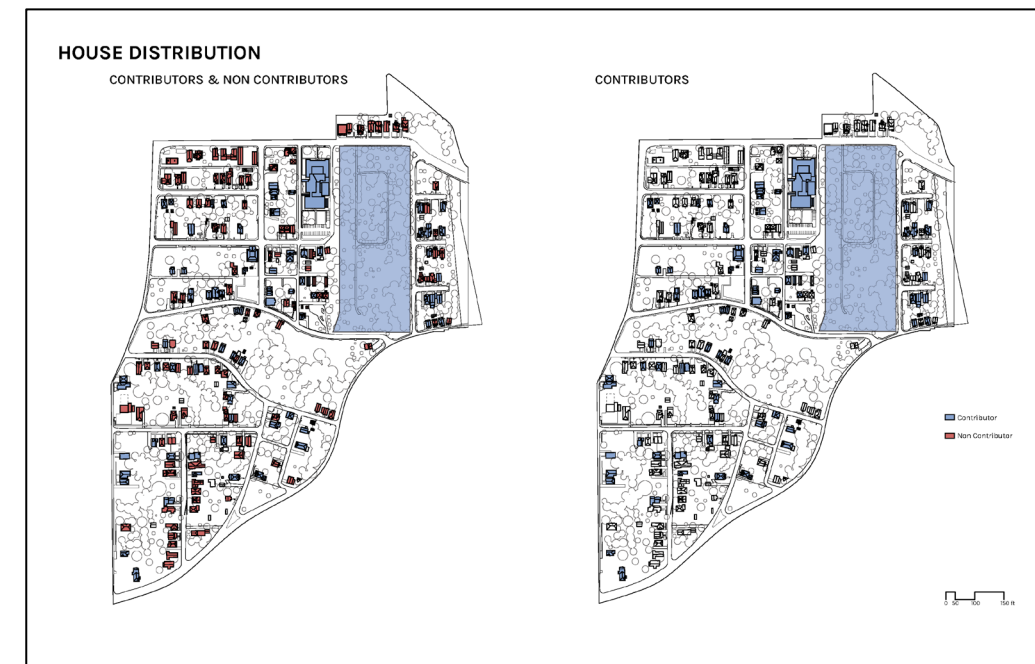
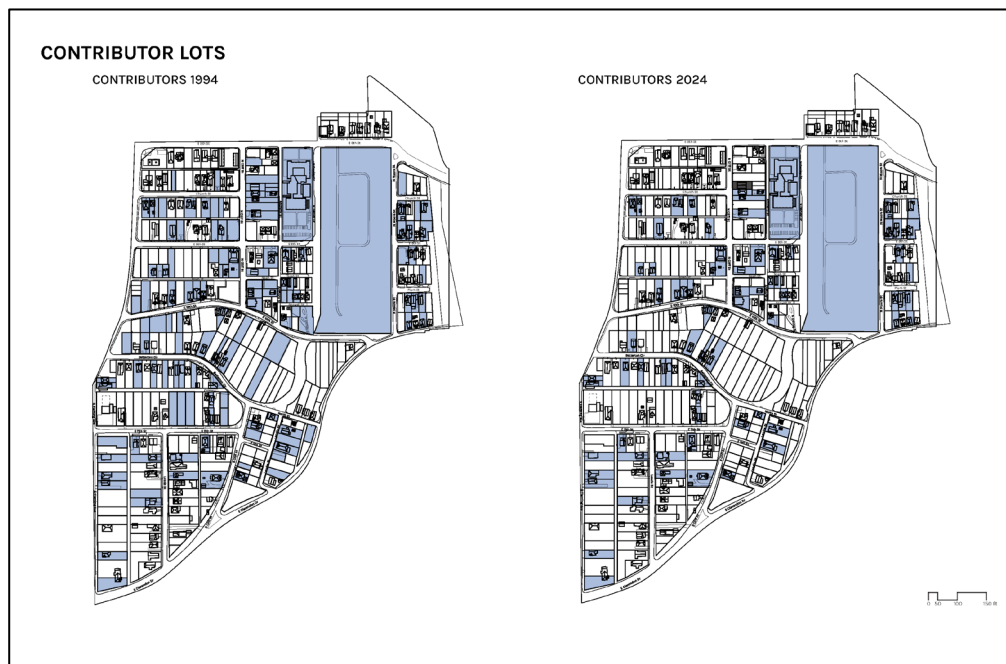
Non Contributor Lots - Lisuly Mendoza

Demolished Contributors & Empty Lots - Lisly Mendoza

House Distribution - Julie Swinney

Individually Owned and Public Empty Lots - Julie Swinney

Other-Owned Lots - Julie Swinney



Tenth Street Historical District

Part 2

Project Objective:

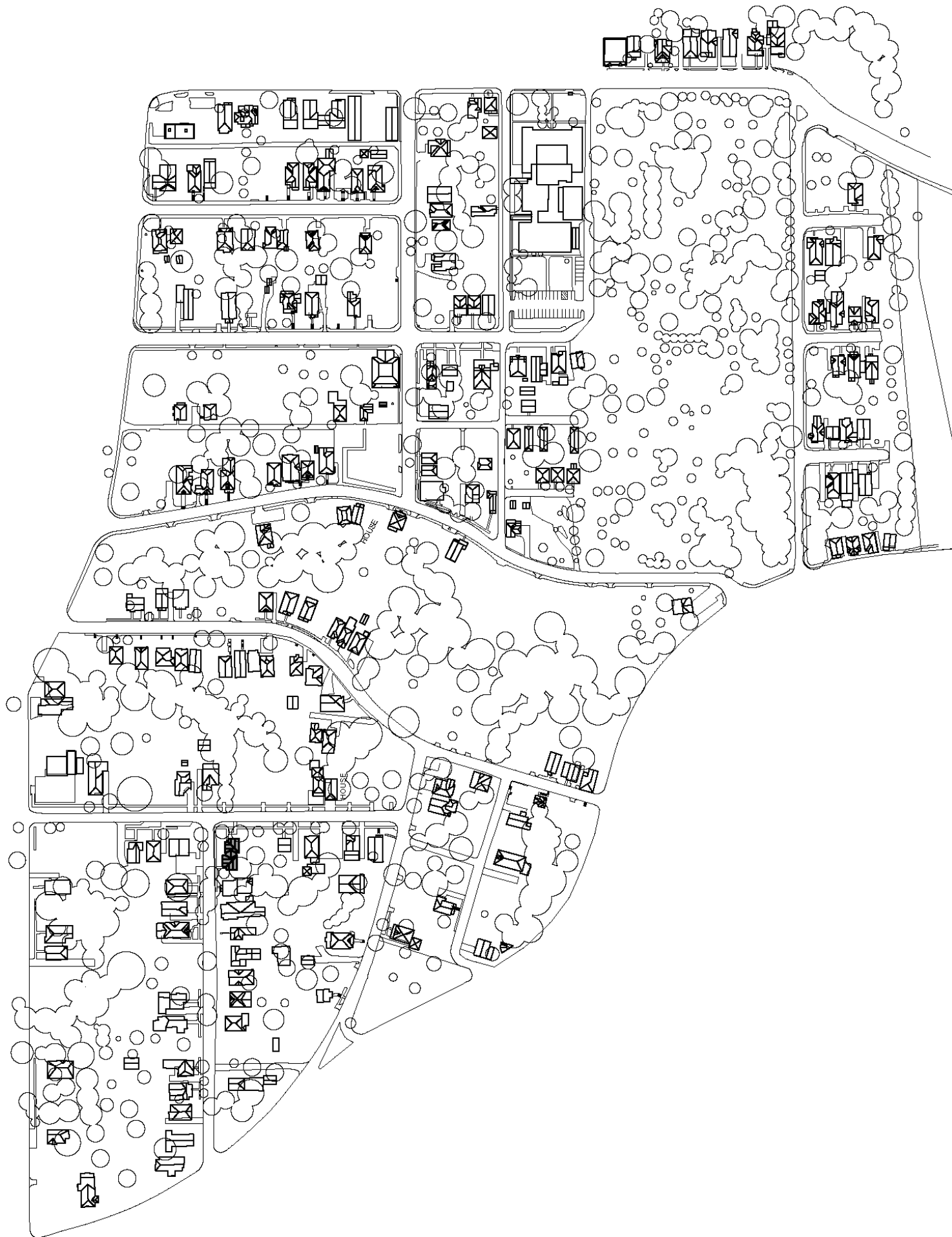
The objective of the second part of this project we were to select one of our sites and create a house. These houses were to be hybrids of the typologies of the neighborhood. The goal was to design a house that would not take away from the historical status of the community.

Design Concept:

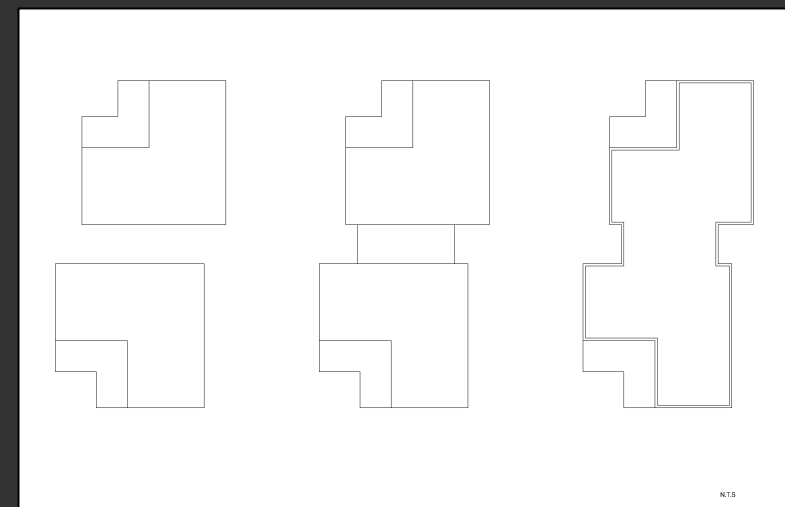
The site I selected was a corner lot. Since it located on the corner I wanted the house to look like two separate house but actually be one house. I used two L-shape typologies and connected them in the middle.

Skills:

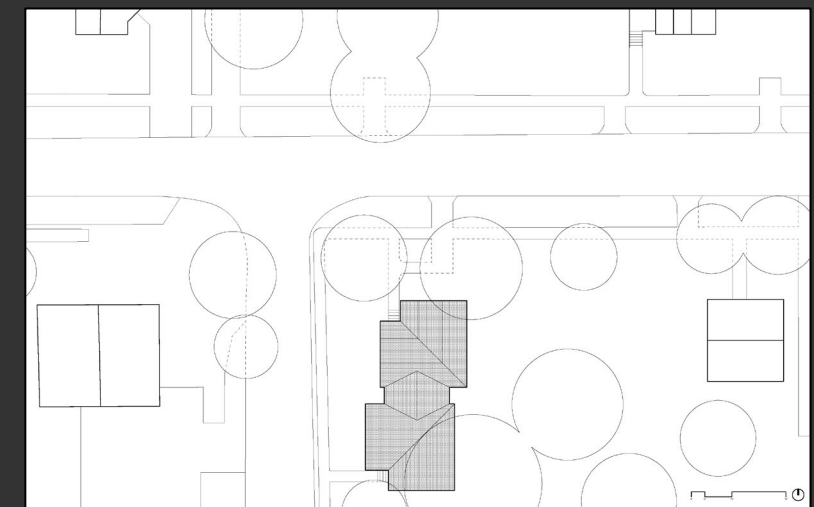
Rhino
Illustrator



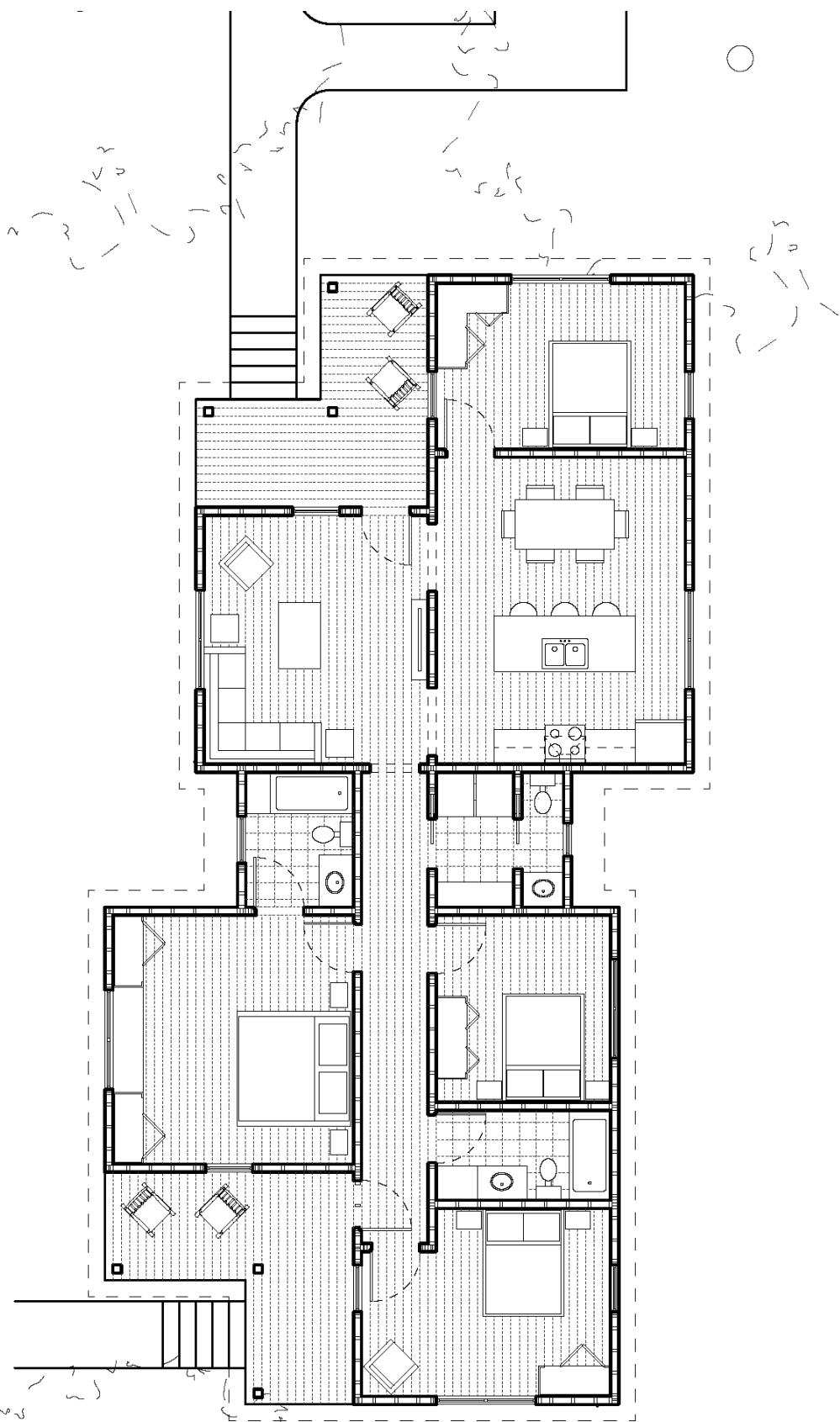
Neighborhood N.T.S.



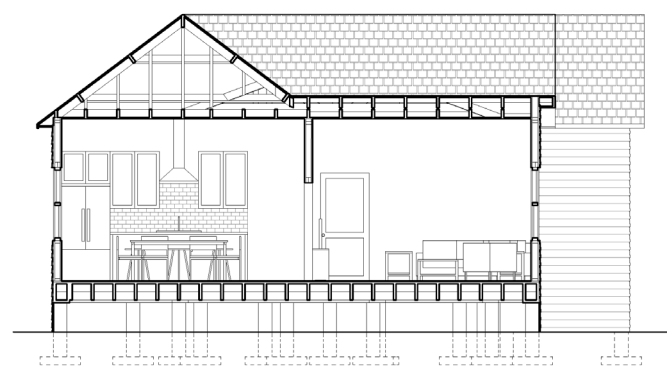
Typologies N.T.S.



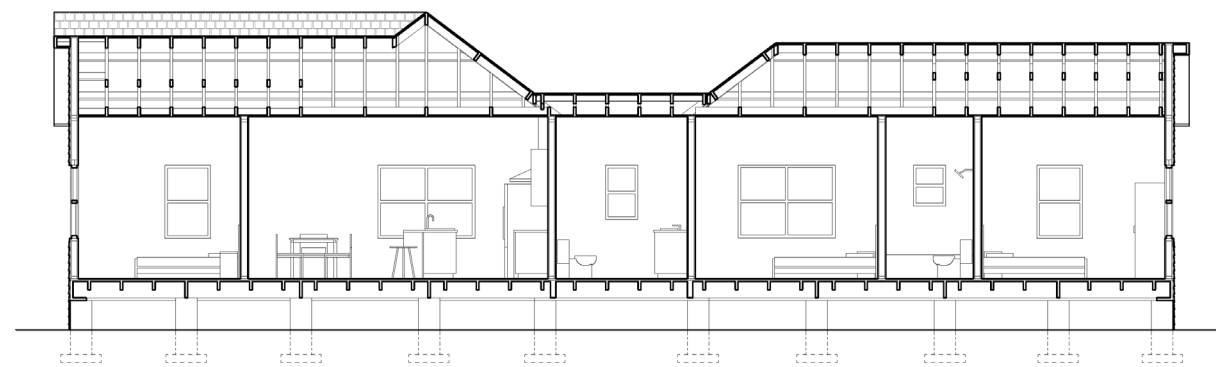
Site Plan N.T.S.



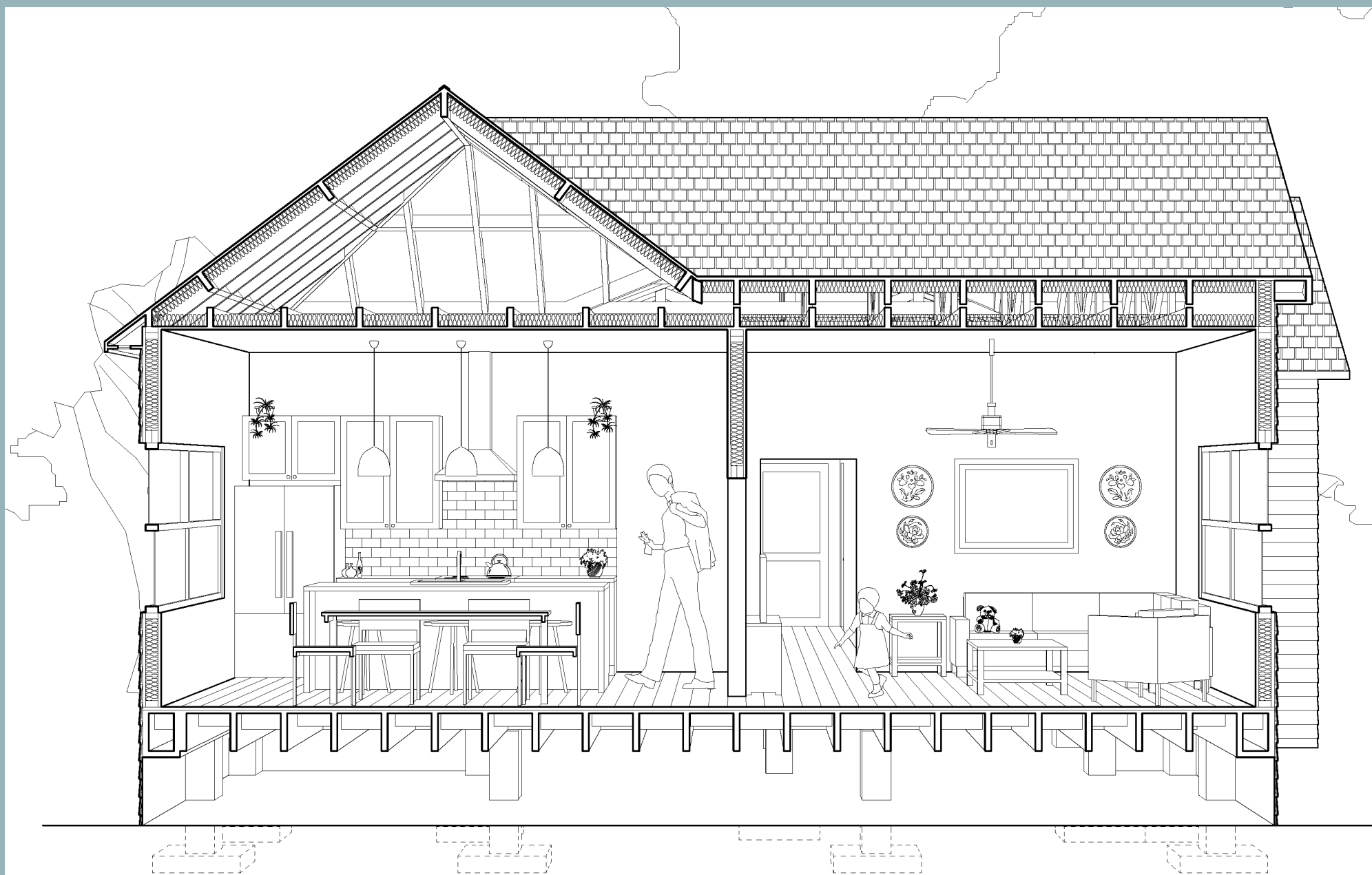
Floor Plan N.T.S.



Short Section N.T.S.



Long Section N.T.S.



Section Perspective

Hejduk House 7

Hejduk House 7

Group Members:

Julie Swinney,
Katherine Davison,
Sophia Dagan

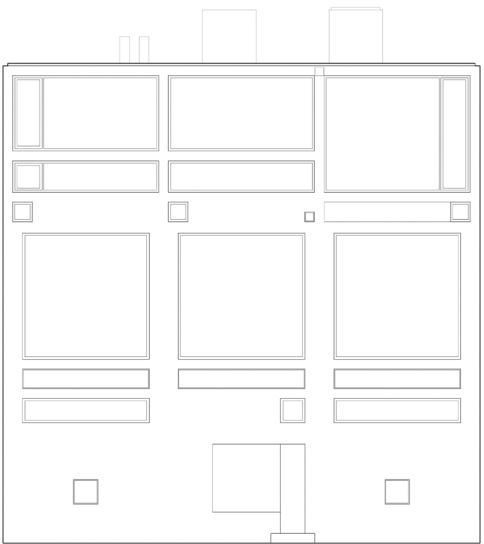
Project Objective:

The objective of this project was to work in teams to reconstruct one of Hejduk’s Texas Houses. For our group we reconstructed Hejduk’s House 7.

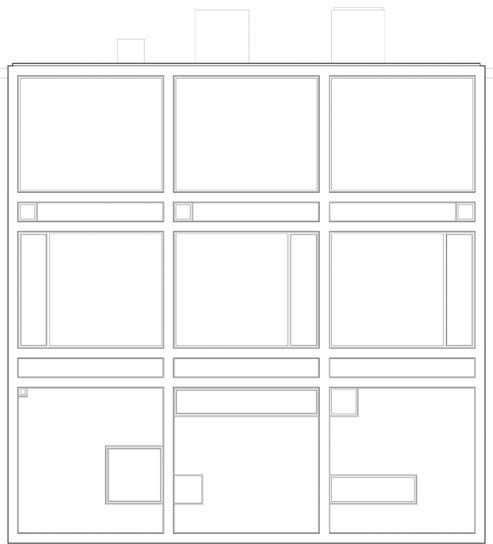
Skills:

Rhino
Illustrator
Observations

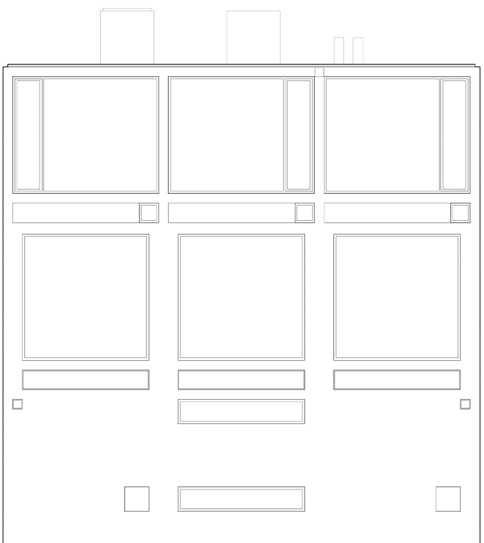
We were to use the plans that were in his book to reconstruct the plans. To determine the dimension of the house we examine the plans and made decisions based on the floor tile.



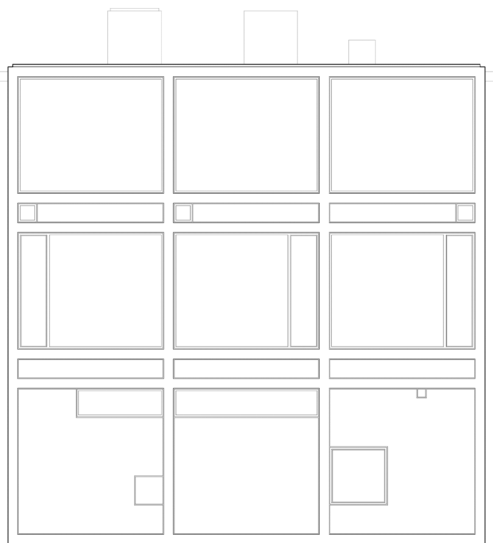
Front Elevation N.T.S.



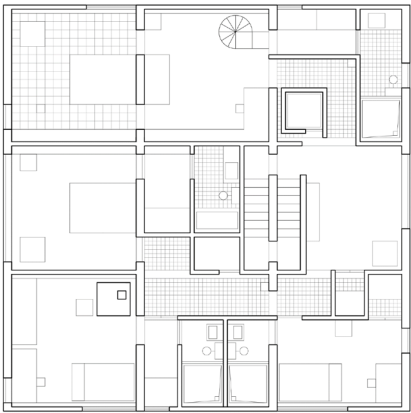
Side Elevation N.T.S.



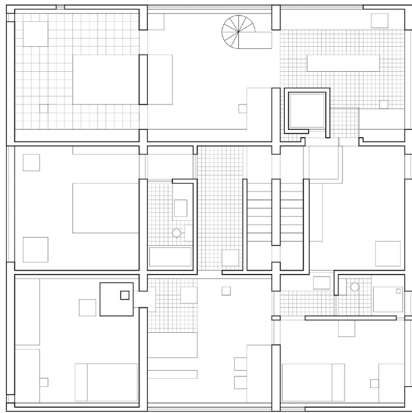
Back Elevation N.T.S.



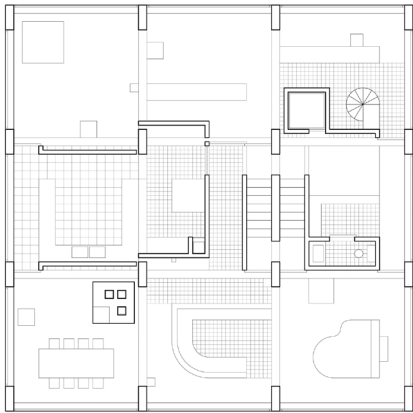
Side Elevation N.T.S.



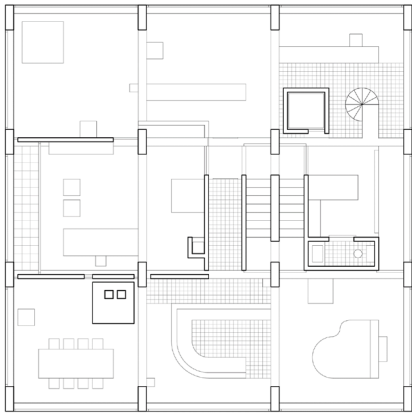
Floor 1 N.T.S.



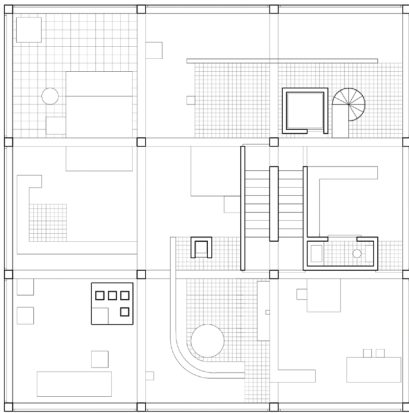
Floor 1 Mezz. N.T.S.



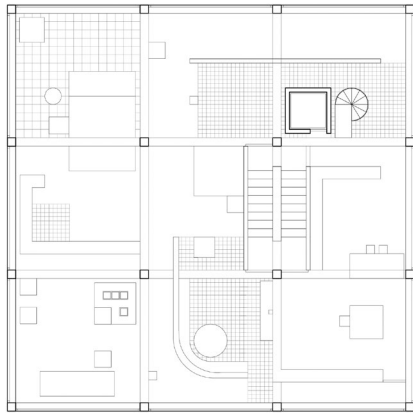
Floor 2 N.T.S.



Floor 2 Mezz. N.T.S.



Floor 3 N.T.S.



Floor 3 Mezz. N.T.S.

Hejduk House 7 – Analytical Drawing

Project Objective:

Along with the Hejduk houses we were to formulate a question regarding our house. To answer the question we were to create an analytical drawing.

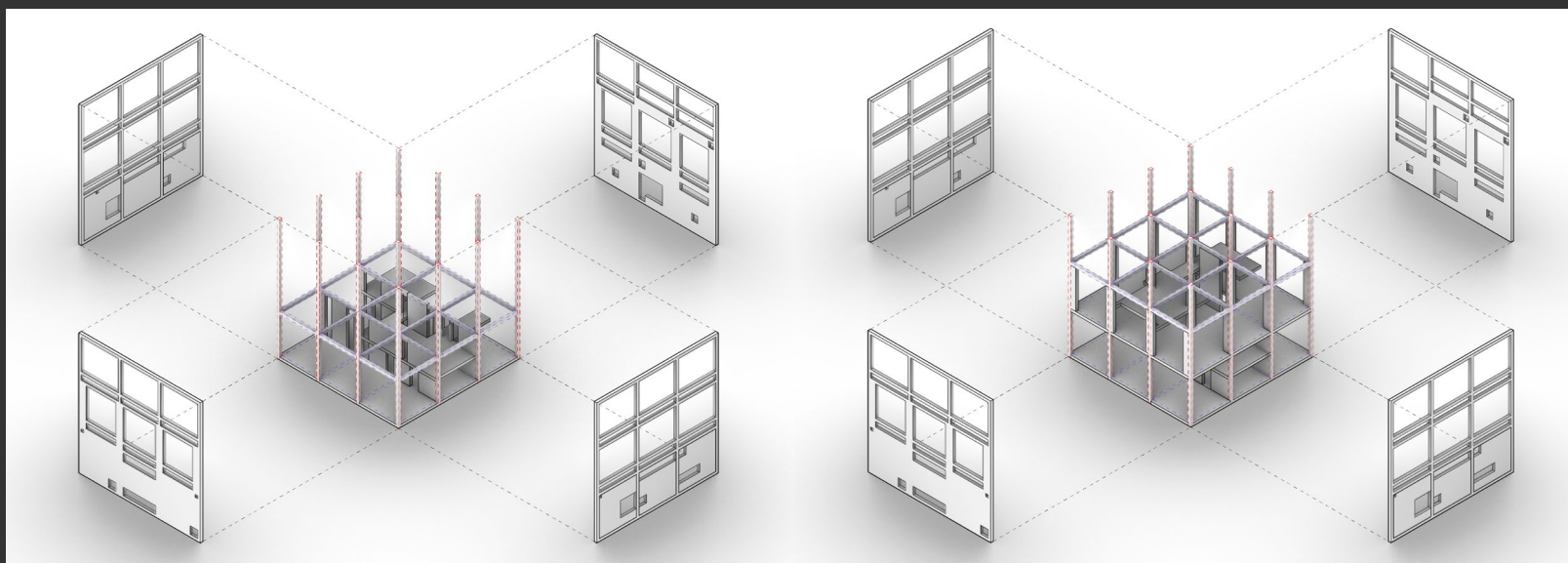
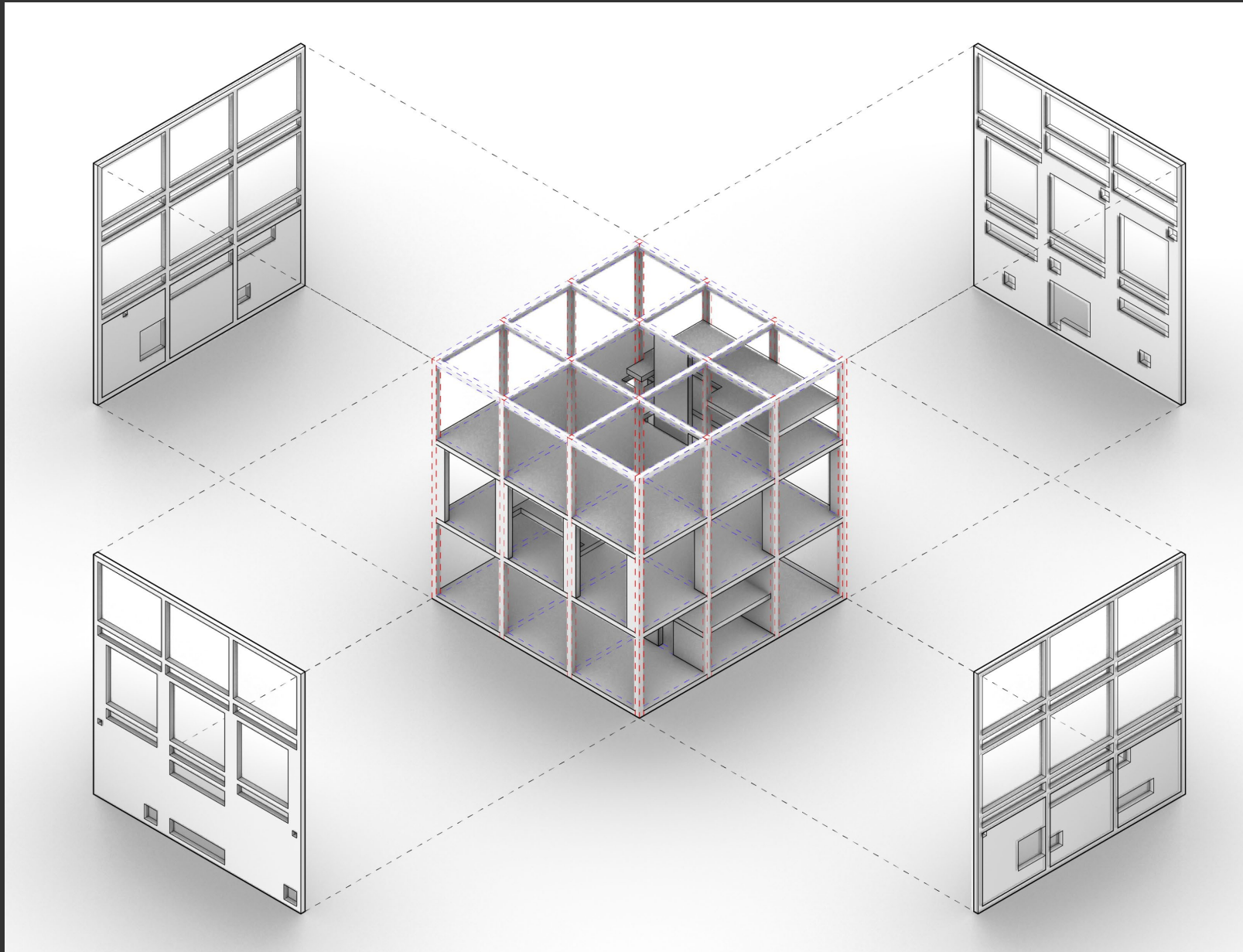
For Hejduk House 7 my question was:
“Does the exterior show what is happening in the interior?”

To answer my question I exploded my digital model and showed how the floors, columns, walls, and beams interact with the exterior walls. With this I concluded that the exterior walls do not show what is happening on in the interior

Skills:

Rhino

Illustrator



Adolf Loos – Tzara House

Adolf Loos – Tzara House

Group 4 Members:

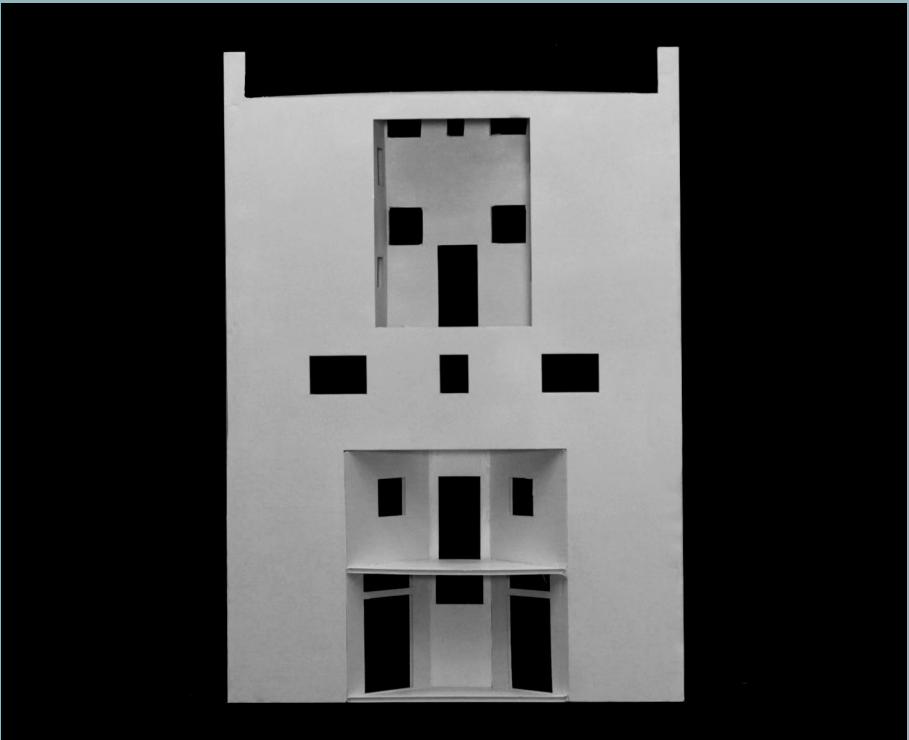
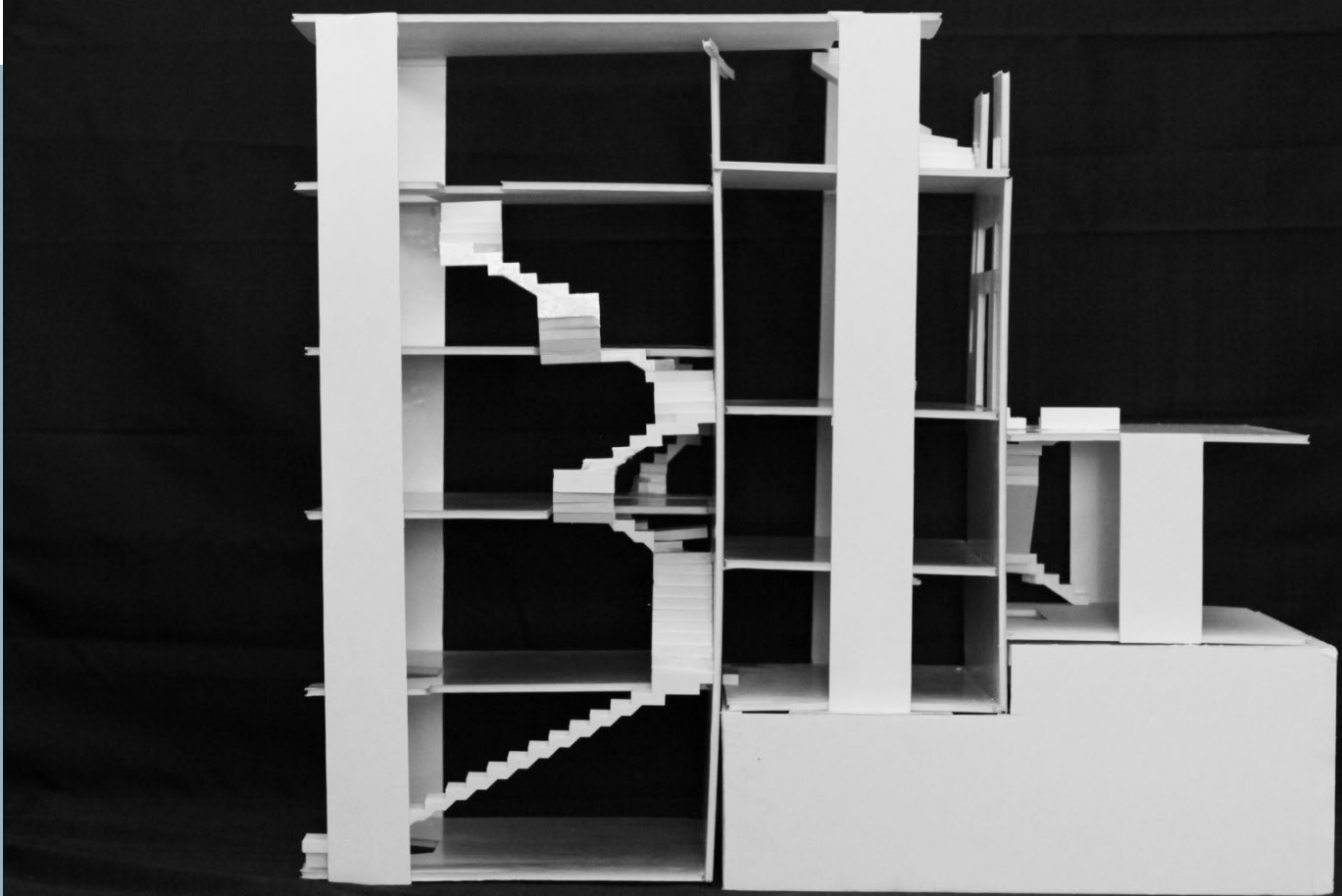
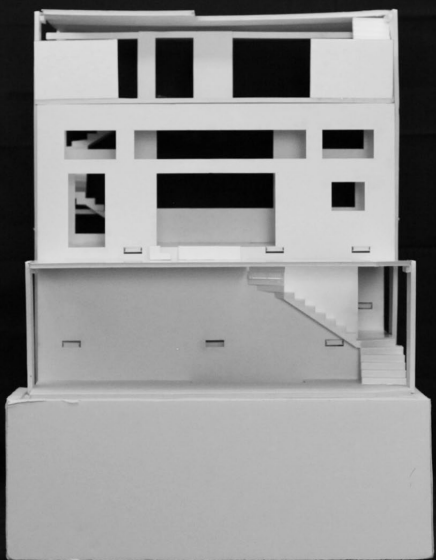
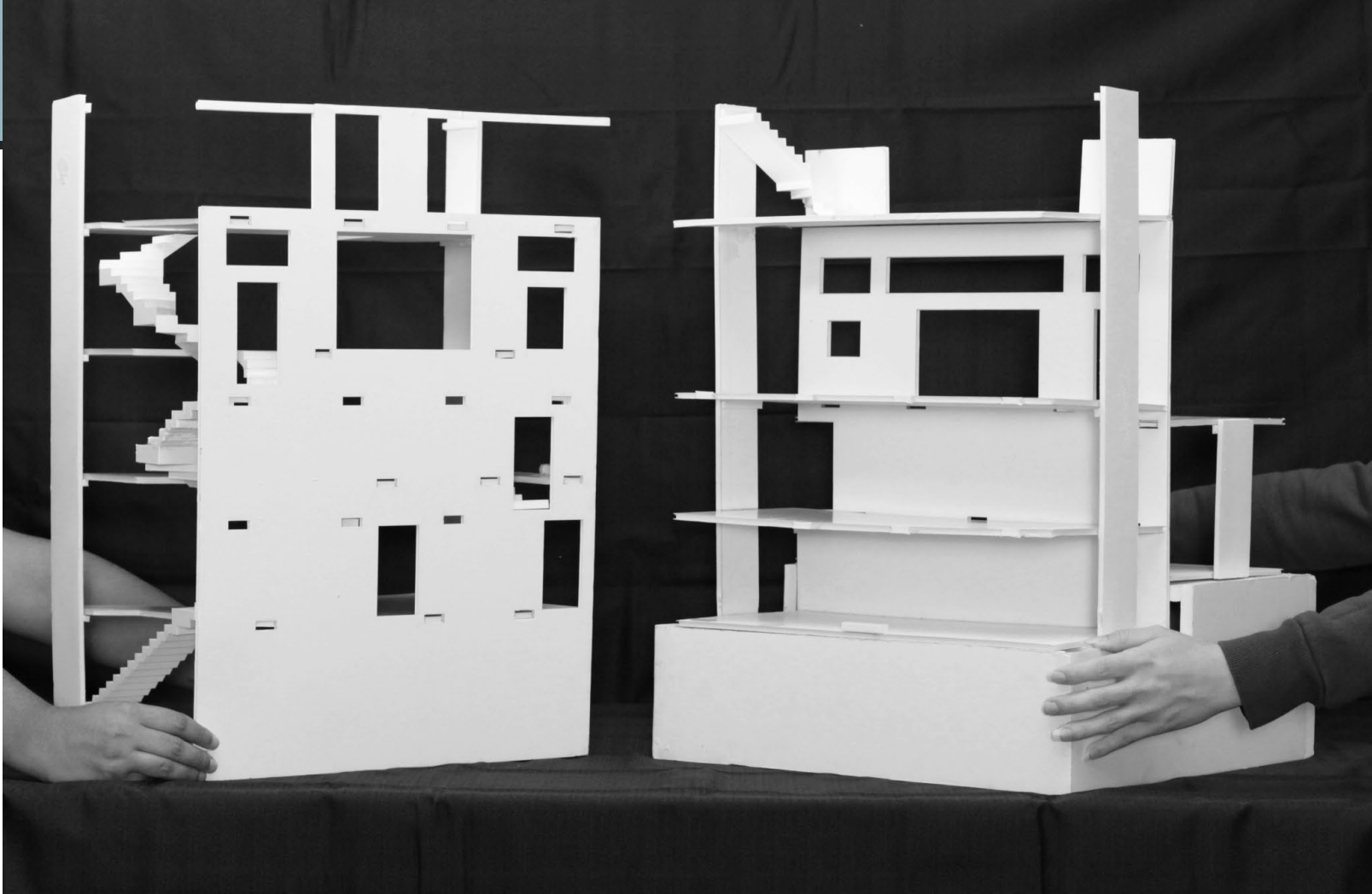
Julie Swinney, Isabella Serrano,
Vianca Cruz

Project Objective:

We were to physically and digitally reconstruct one of Adolf Loos’ houses; of those houses we were to reconstruct the Tzara house. For this modeling process instead of physically adding walls we were to create volumes for each room, that would create voids to indicate the walls.

Skills:

Rhino	Modeling	Photography
Research	3D Printing	



Hejduk House 7 and Loos Tzara House

Project Objective:

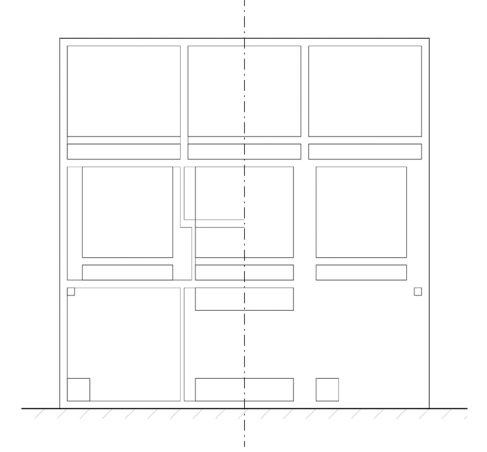
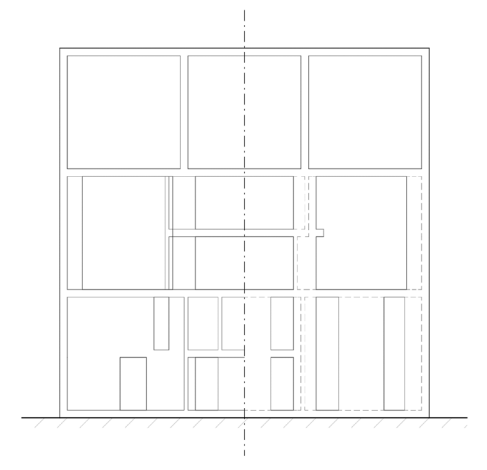
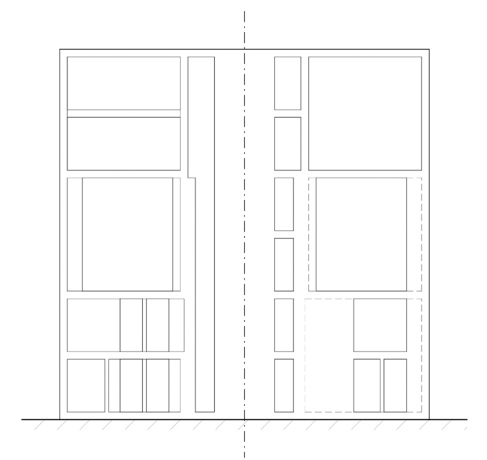
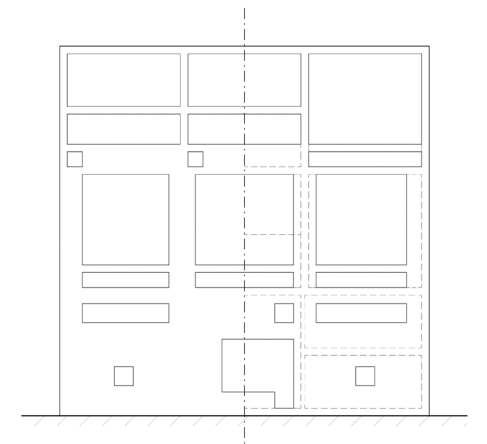
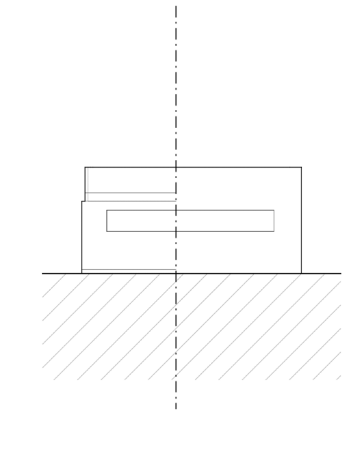
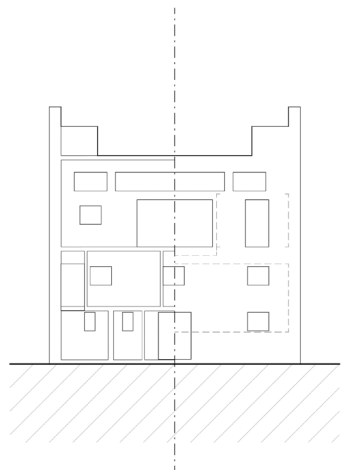
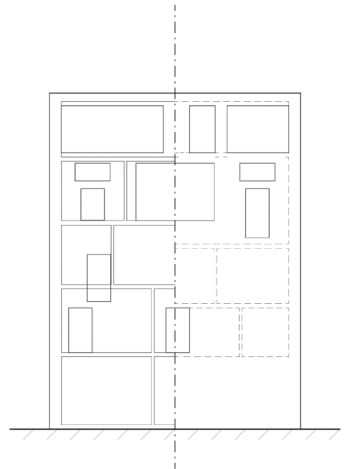
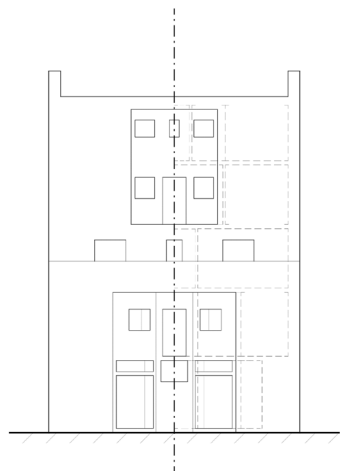
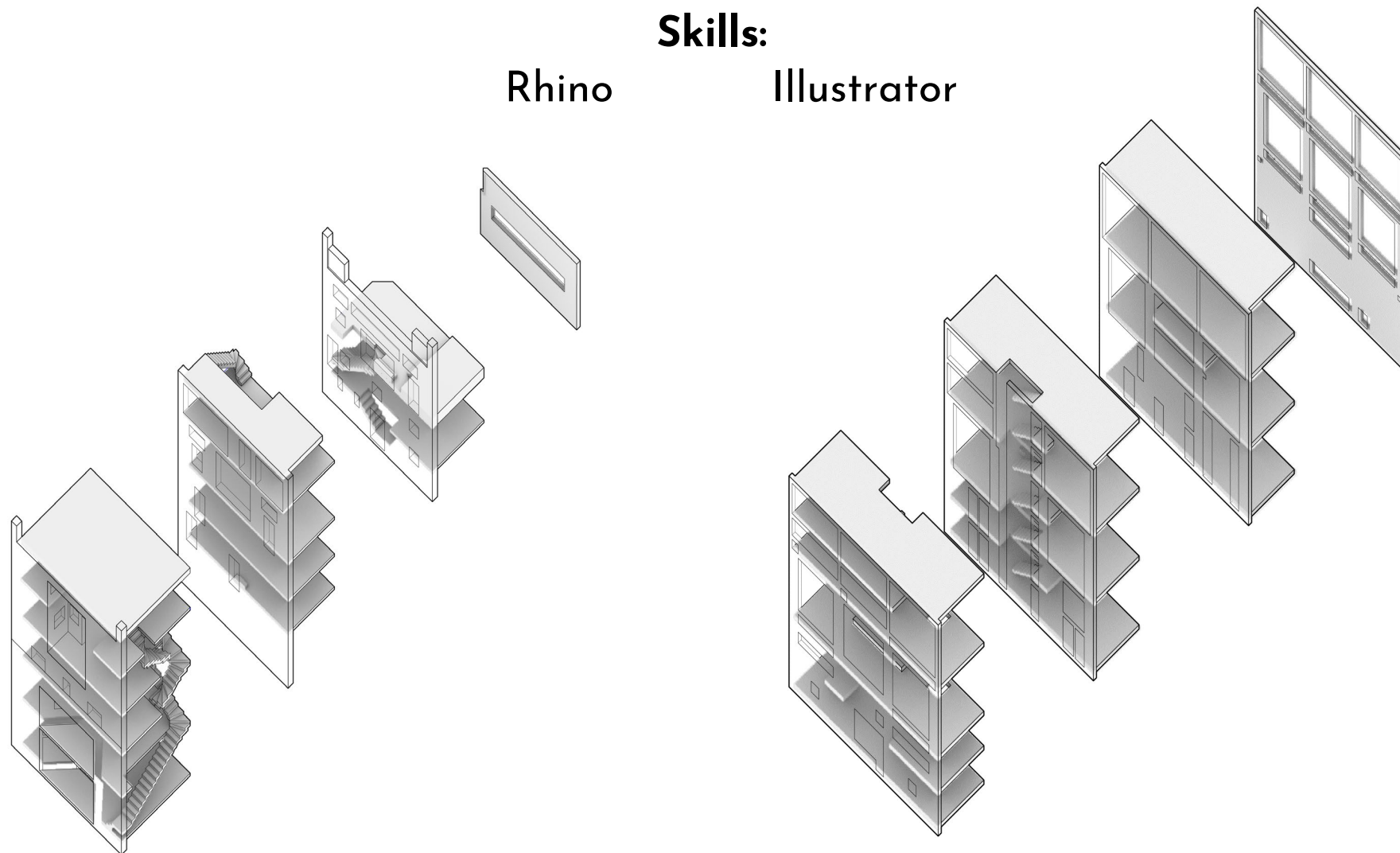
The project objective was to use the same or similar question, that was used for the analytical drawings for Hejduk and apply it to both the Hejduk and Loos houses that we had. With my two houses, Hejduk House 7 and Loos' Tzara House I continue to ask "Does the exterior show what is happening in the interior?"

To answer this questions I pulled the houses apart and used the front and back exterior walls along with the armature of the houses. To show what is happening in the interior and comparing them to the openings in the walls I showed the outline of the rooms that are in front and behind those walls. In the drawings on the left side is the rooms in front of the walls (solid line) and on the right side is the rooms that are behind the walls (dashed line).

Skills:

Rhino

Illustrator



A Seat at the Table

A Seat at the Table

Project Objective:

A seat at the table objective was to create a new building based on the Hejduk and Loos houses. To design this new building I was inspired by giving order to the house were one house did not have order to, while breaking it when necessary.

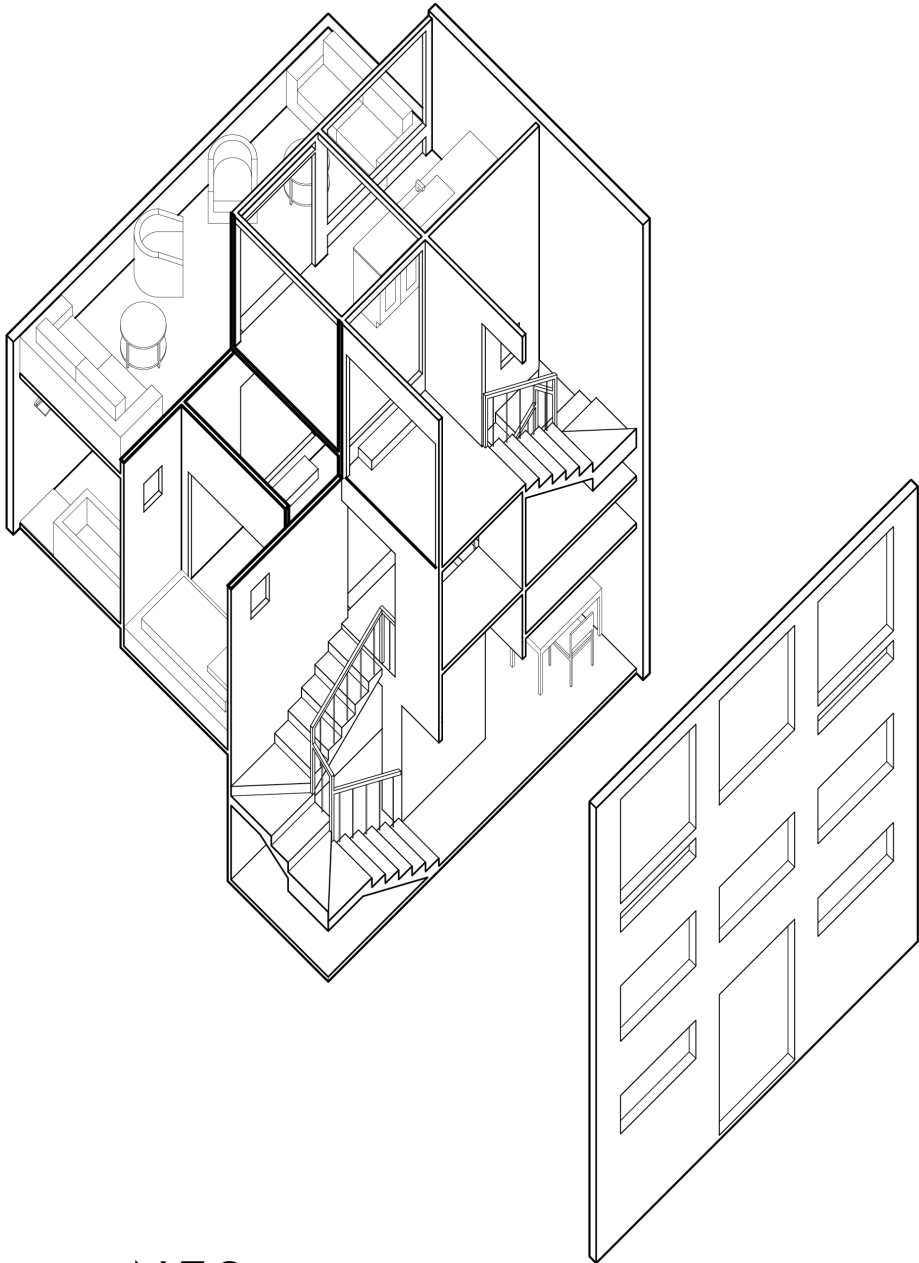
For the interior I was inspired by the order of the Hejduk house, but decided to also break it in the layout, like Loos', with the floors levels. This was to create a nested room and to emphasis the cruciform form from Hejduk's plans.

For the exterior I was inspired by the order of the openings in Loos' house, while also deciding to break the order, like Hejduk, in the center opening.

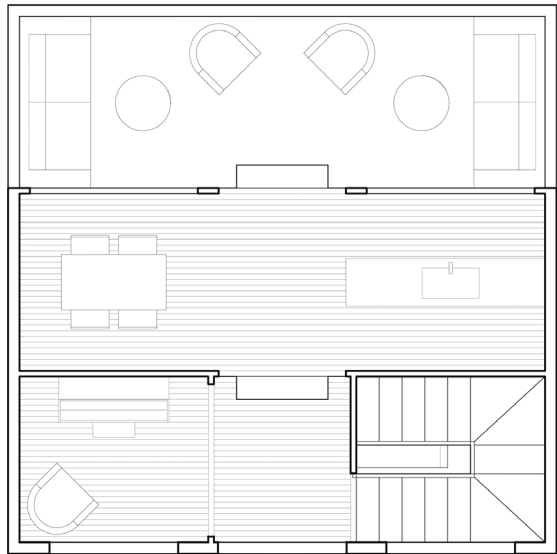
Skills:

Rhino

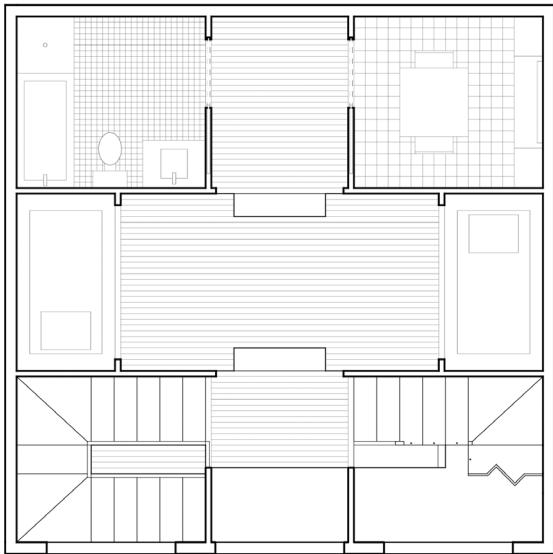
Illustrator



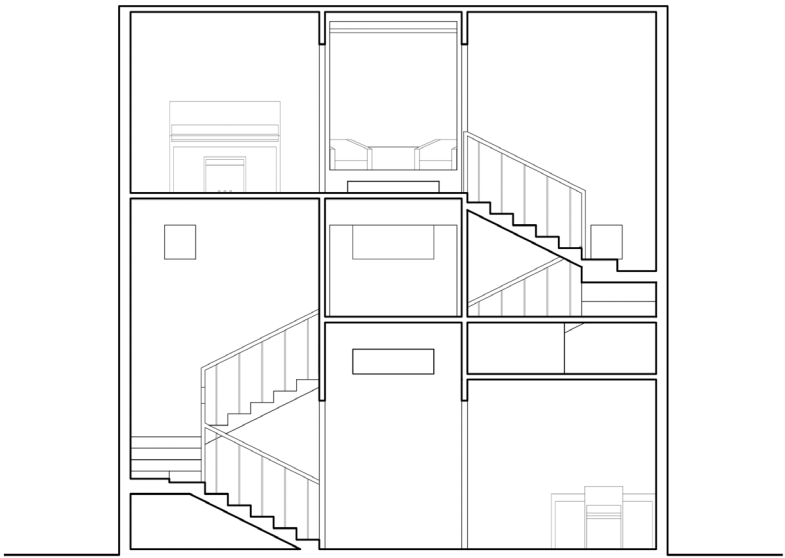
Axonometric N.T.S.



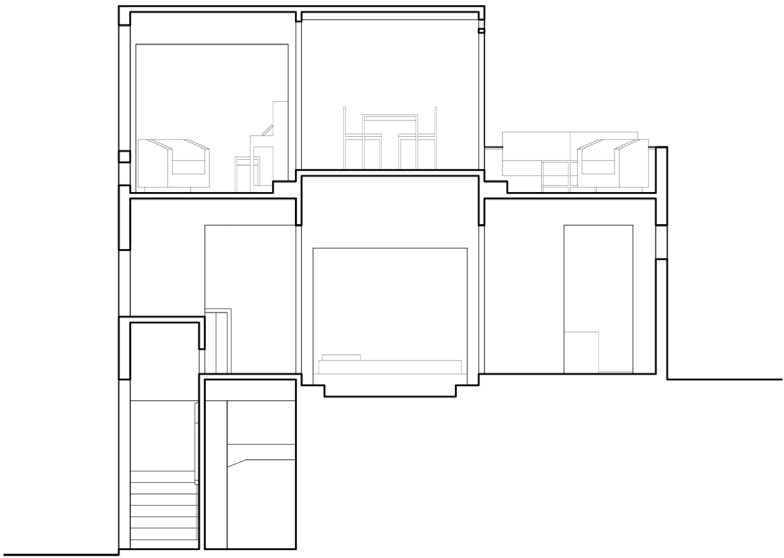
Second Floor Plan N.T.S.



Third Floor Plan N.T.S.



Transverse Section Cut N.T.S.



Longitudinal Section Cut N.T.S.



Project Objective:

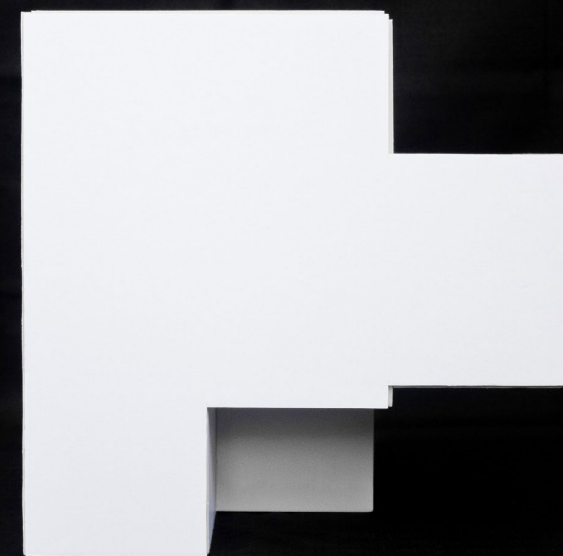
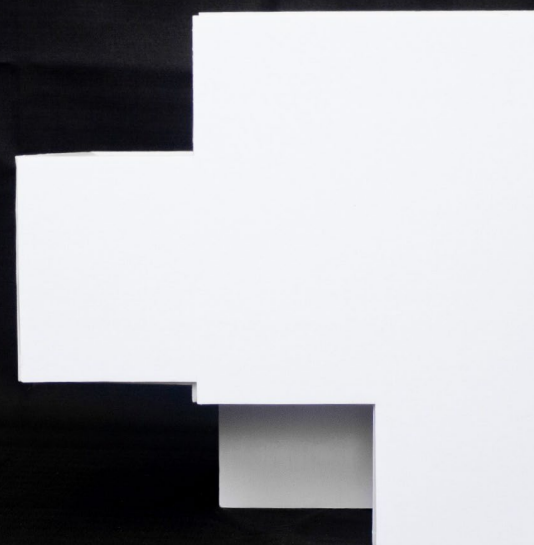
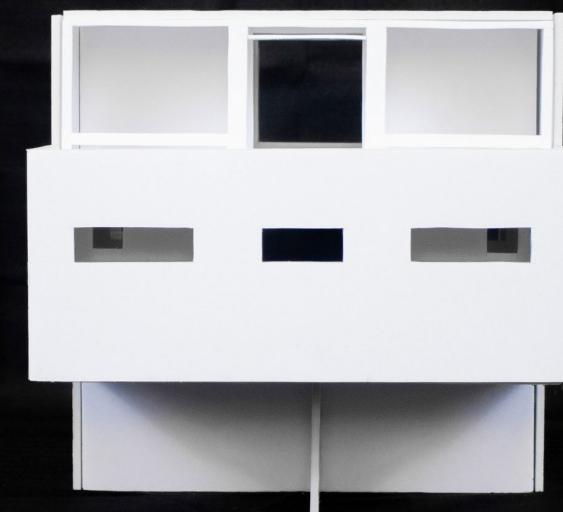
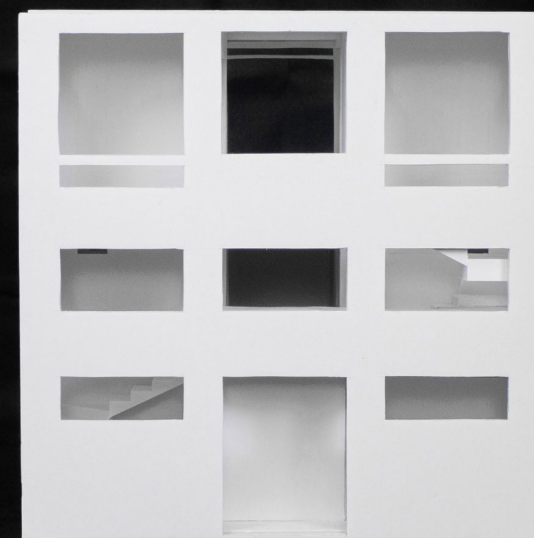
Along with creating digital plans and model we were to also create a physical model out of foam core. When I built the foam core model I designed it so the exterior building envelope would be able to be removed. I designed it this way so the interior details could be seen.

Skills:

Modeling Photography
3D Printing



A Seat at the Table



Ralph Steen Library

Ralph Steen Library – Phase 1

Group 4 Members:

Julie Swinney, Destinee Houston,
Lauren Hutton, Corinn Crow

Project Objective:

The Ralph W. Steen Library phase 1 is the preliminary phase of the Senior Capstone project.

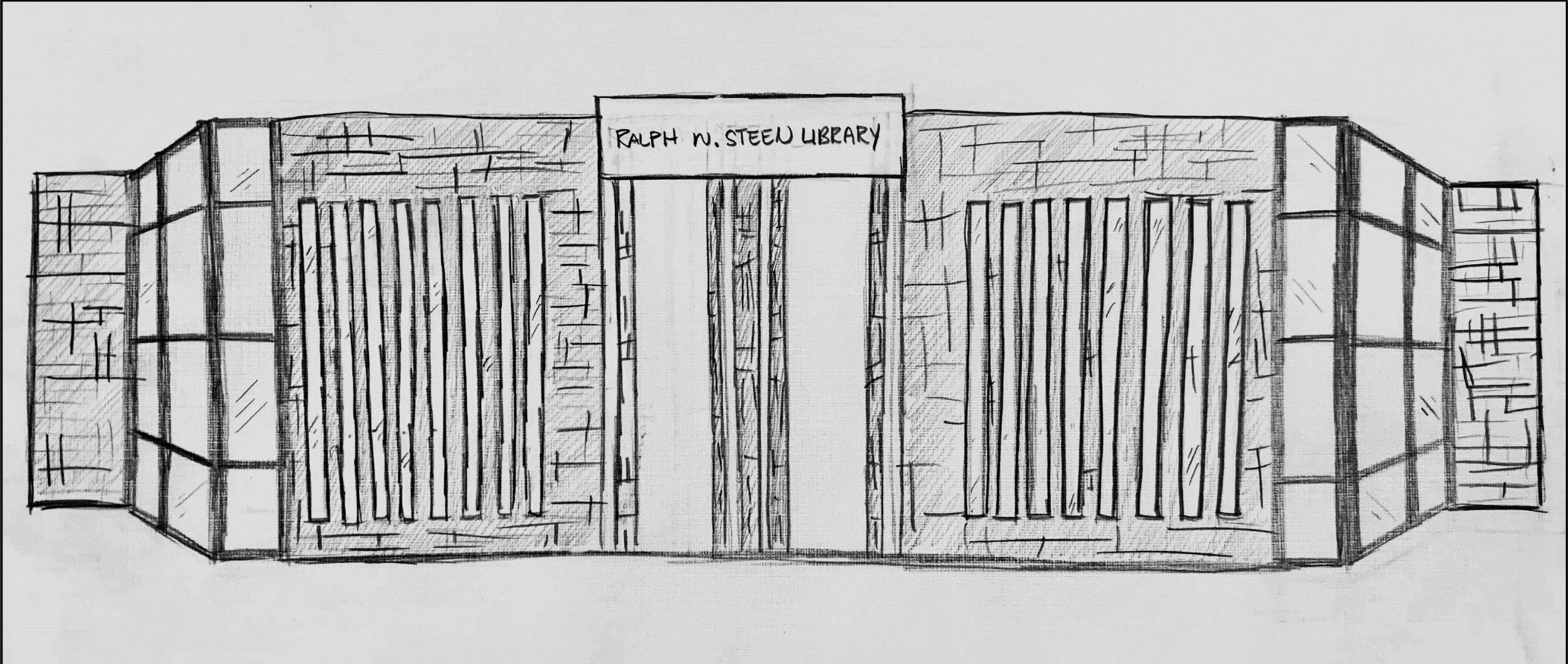
The Ralph W. Steen Library is undergoing a renovation and the capstone class is divided into 4 group of 4 to redesign the four floors of the library.

Rational Behind Our Design:

In our designing of the library, we hope to create spaces that are geared more towards students and their overall academic needs. In providing these spaces we hope to encourage students to learn, be creative, discover, and allow them to find their third place here at Stephen F. Austin.

Skills:

- Revit
- Surveys
- Space Planning
- Observations
- Measuring
- Research



Preliminary Exterior Sketch - by Corinn Crow



Current Exterior of the Ralph W. Steen Library

Heat Maps and Surveys

Heat Maps:

Each group picked a floor to create the floorplan and furniture plan for the current floor. The groups then did observations of their floors to create heat maps. The heat maps were used to determine what spaces were used throughout the library for 10 days at 10 am, 2pm, 6pm, and 10pm.

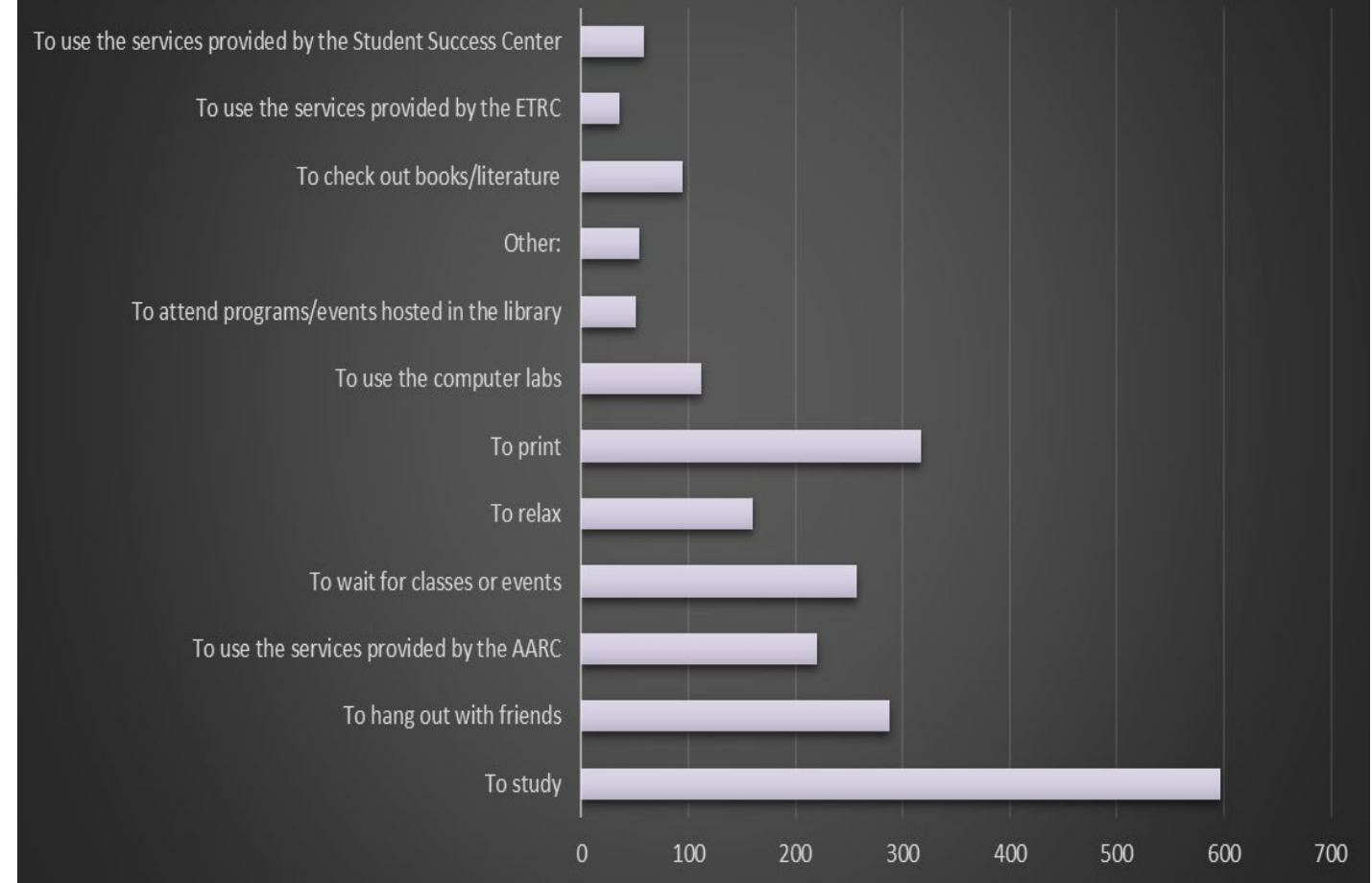
Surveys:

A survey was conducted for students to take. The survey was used to understand how and how often students used the library.

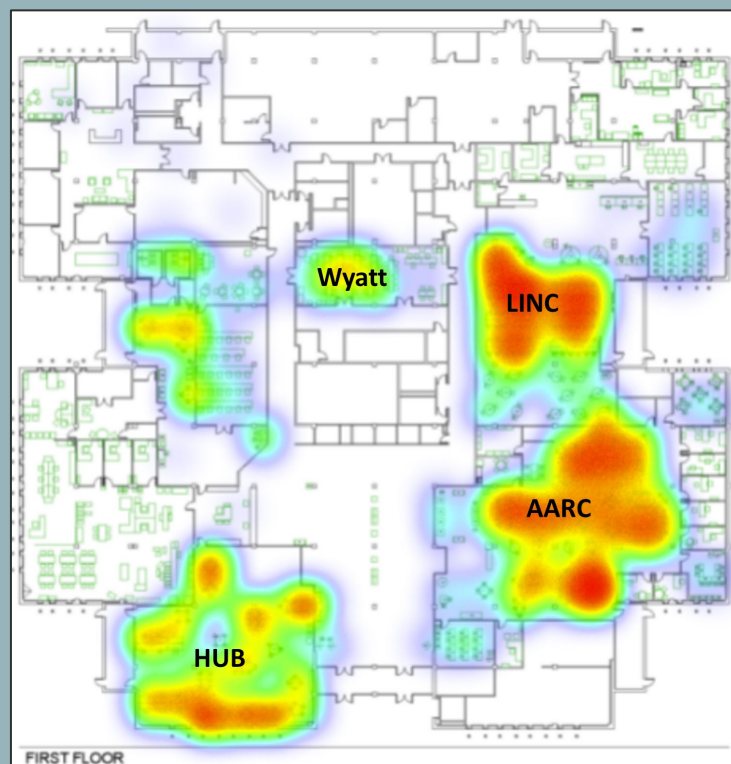
Heat Maps:

The information gathered from the heat maps and surveys helped us determine how to redesign areas and departments within the library to better fit the students' needs.

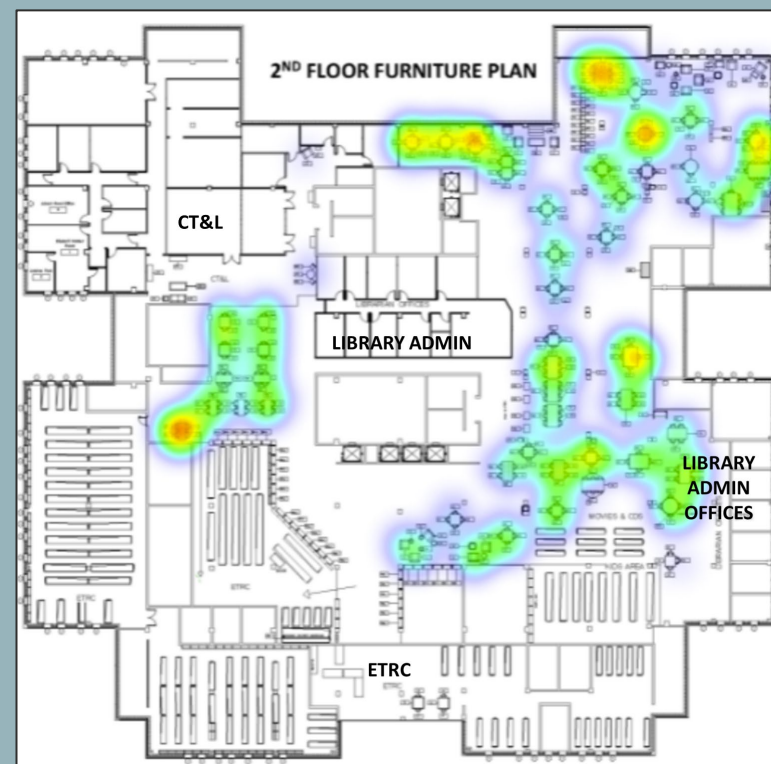
Why do you come to the library?



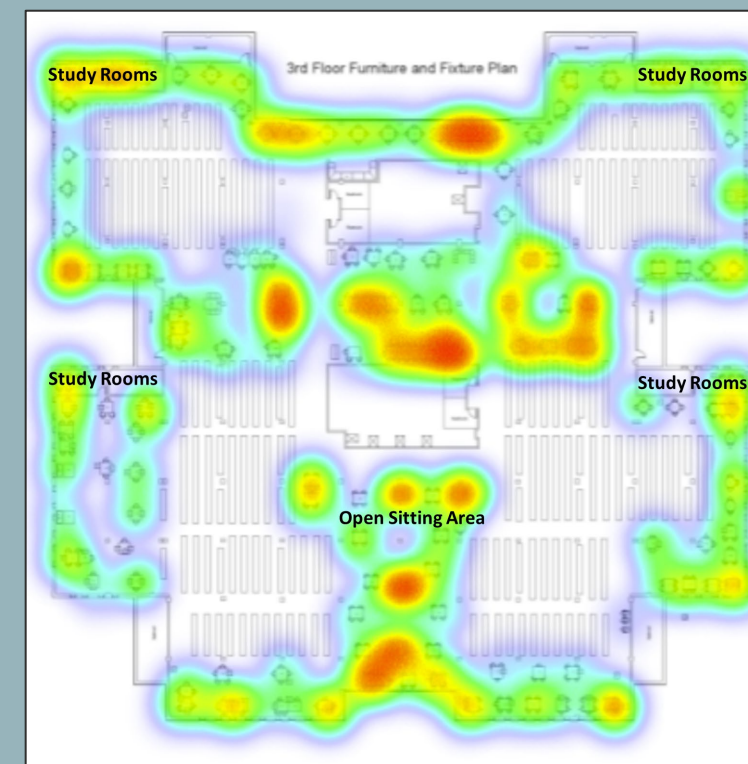
Survey Bar Graph



First Floor - by Group 4



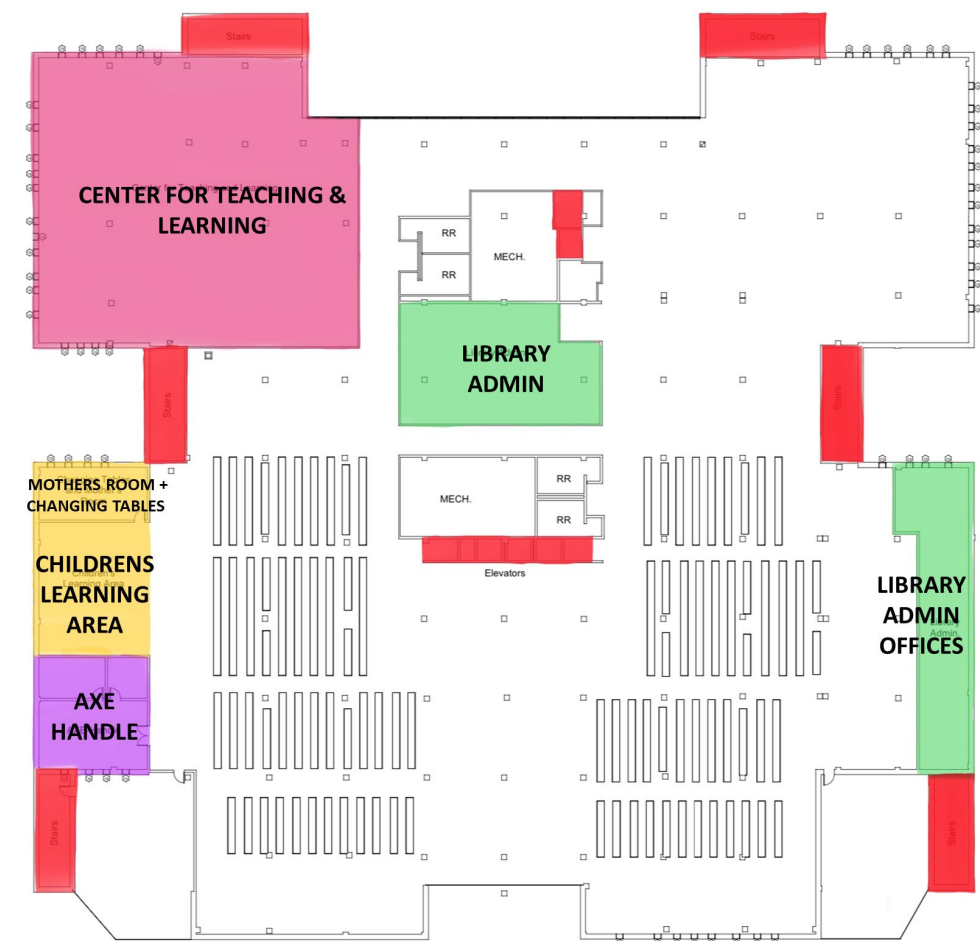
Second Floor - by Group 1



Third Floor - by Group 3



Fourth Floor - by Group 2



Block Plans

Floor One:

Is to become the Lumberjack Learning Commons, which will be geared towards student's learning, creativity, discovery, and ability to connect with others.

Floor Two:

Will become the "hybrid" floor; for students to be able to study in a quiet area as well, as collaborating as they wish.

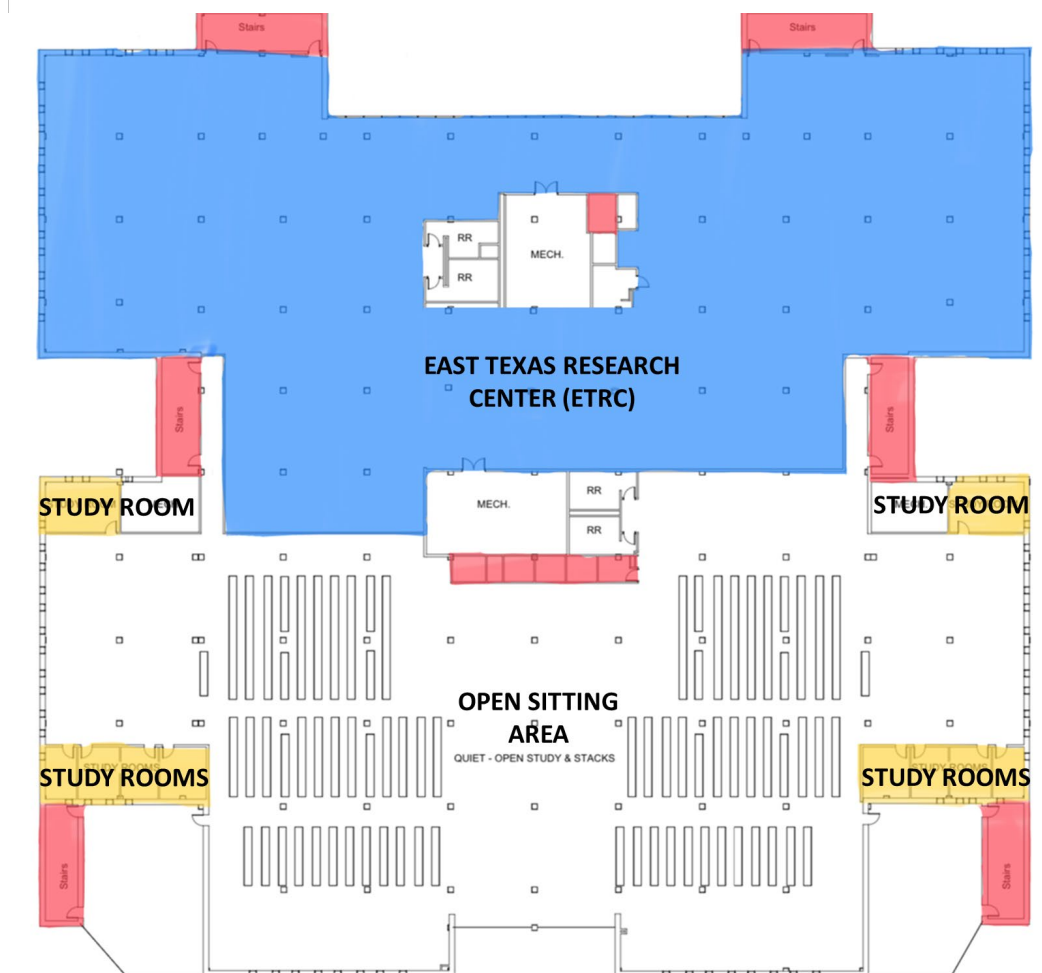
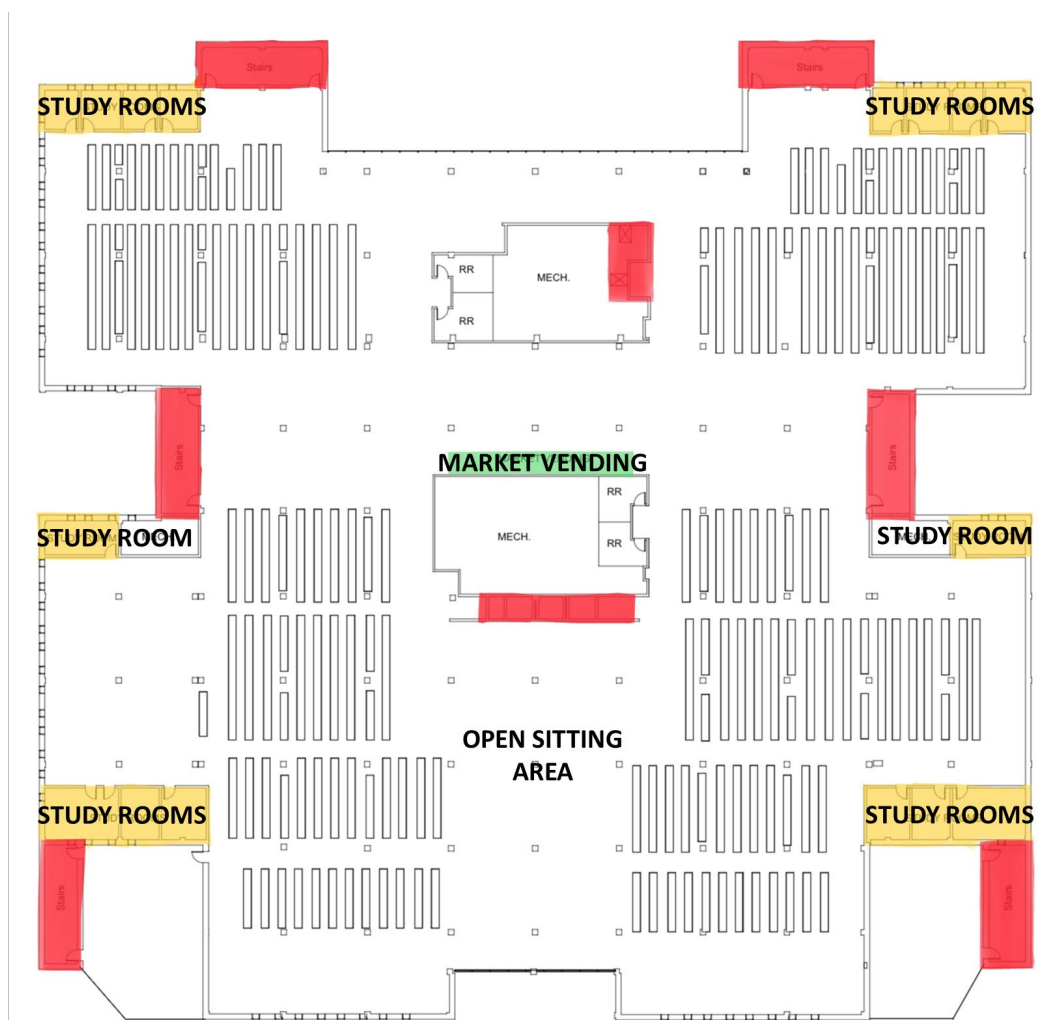
Floor Three:

Will stay as the collaborative floor while adding a vending area for students to have access to food & drinks while studying.

Fourth Floor:

Will stay as the quiet floor while adding the ETRC in the back portion of the library.

Floorplans and block plans created by
Corinn Crow, Lauren Hutton,
Julie Swinney, Destinee Houston



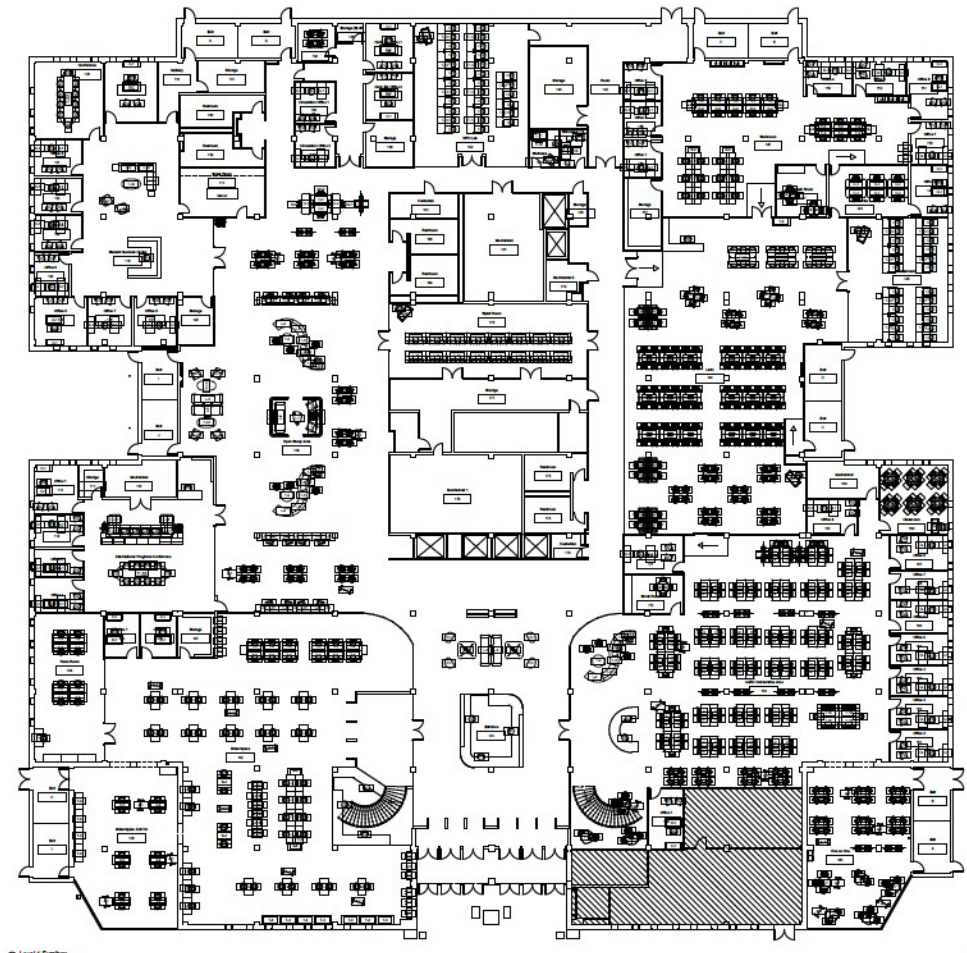
Ralph Steen Library – Phase 2

Group 4 Members:
Julie Swinney, Destinee Houston,
Lauren Hutton, Corinn Crow

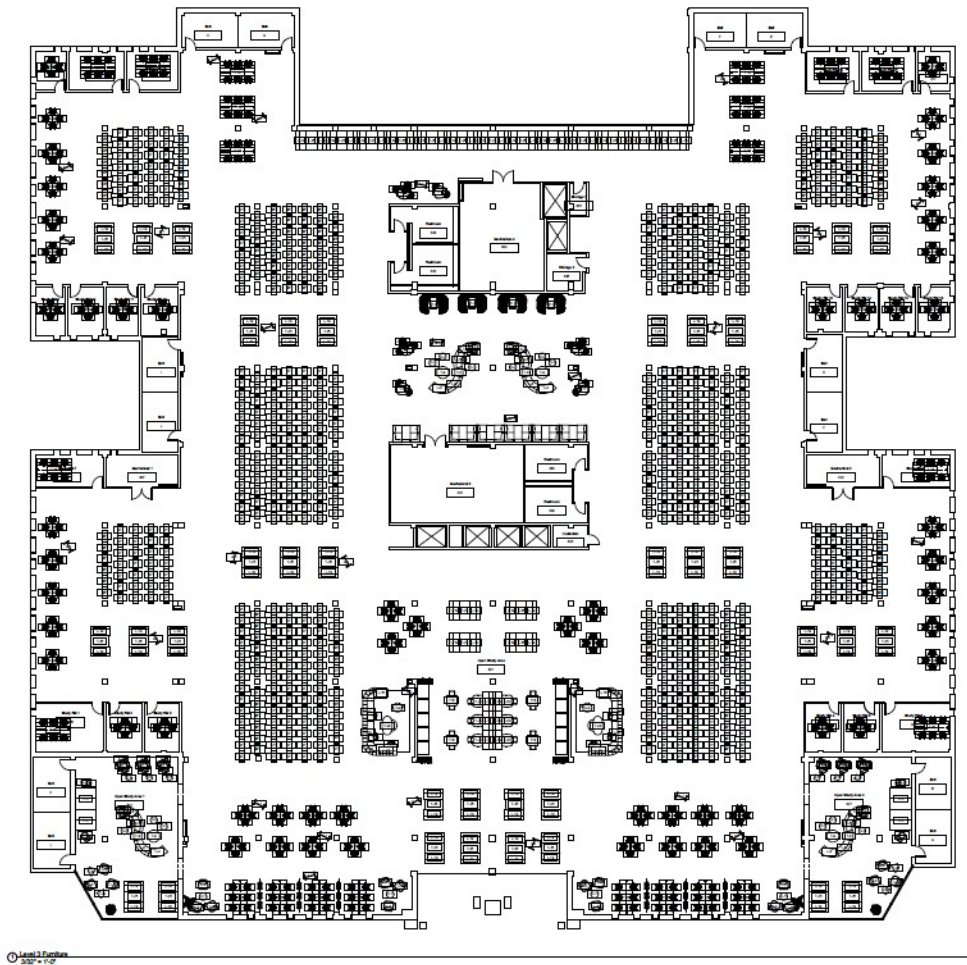
Project Objective:
The Ralph W. Steen Library phase 2 is the final phase of the Senior Capstone project. This phase would involved finalizing floor plan, selecting furniture, creating furniture plans, programming, creating 3D renderings of the spaces, setting up a standards manual, finishing the booklet, and creating the construction documents.

- 1st Floor Furniture Plan - Corinn Crow, Destinee Houston, Lauren Hutton, Julie Swinney
- 2nd Floor Furniture Plan - Destinee Houston
- 3rd Floor Furniture Plan - Lauren Hutton
- 4th Floor Furniture Plan - Julie Swinney

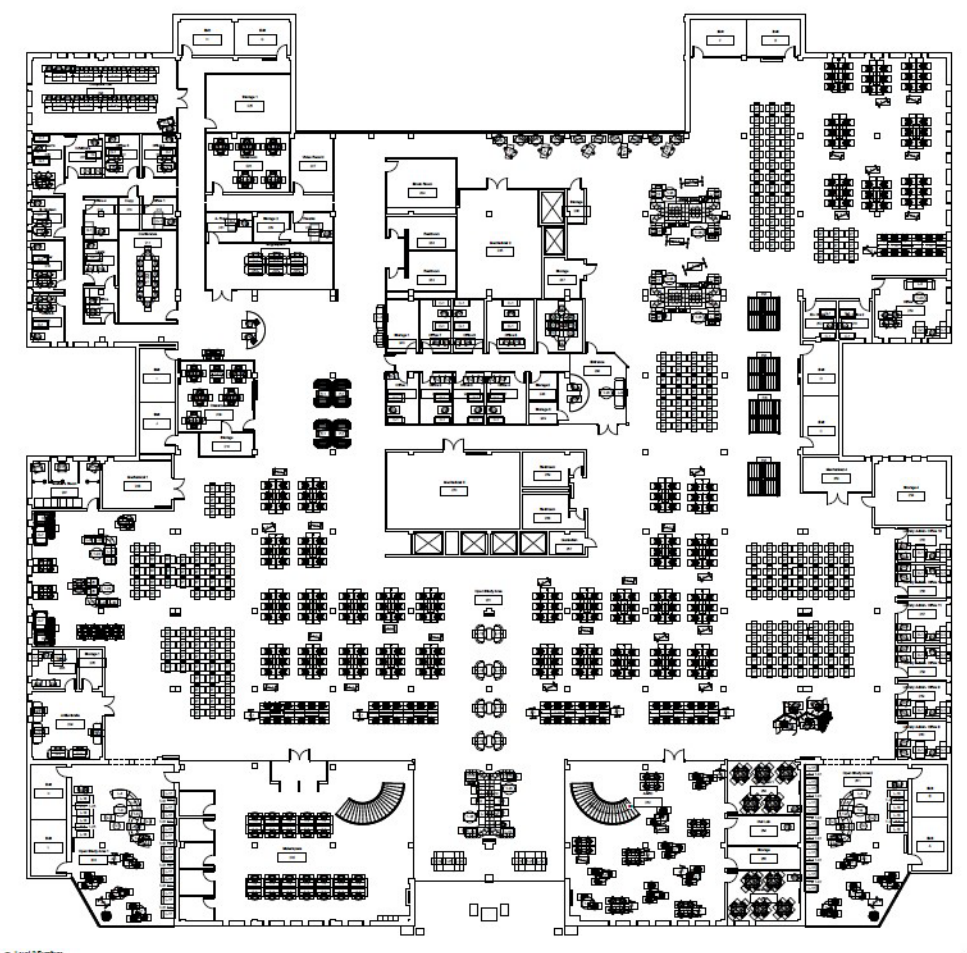
1st Floor Furniture Plan



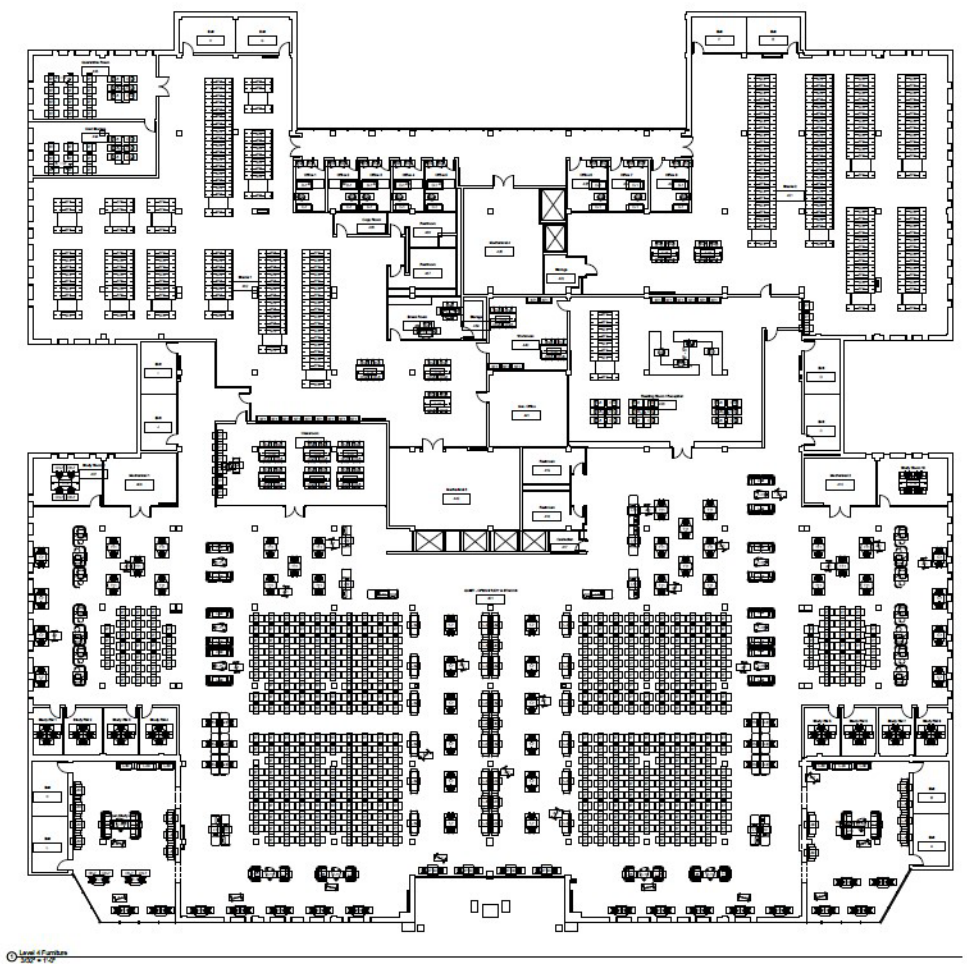
3rd Floor Furniture Plan



2nd Floor Furniture Plan



4th Floor Furniture Plan





Exterior - by Corinn Crow



1st Floor Entrance - by Corinn Crow



2nd Floor Study Area - by Lauren Hutton



2nd Floor Children's Learning Area - by Lauren Hutton



3rd Floor Market Vending- by Lauren Hutton



3rd Floor Study Area - by Lauren Hutton



4th Floor Study Area - by Julie Swinney



4th Floor Study Area - by Julie Swinney

Palermo Italian Restaurant

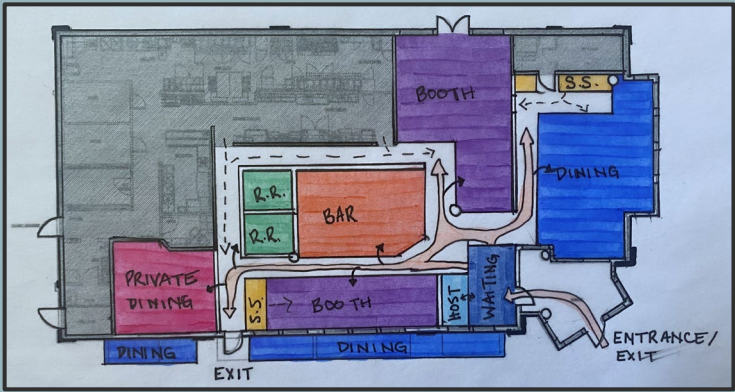
Palermo Italian Restaurant

Project Objective:

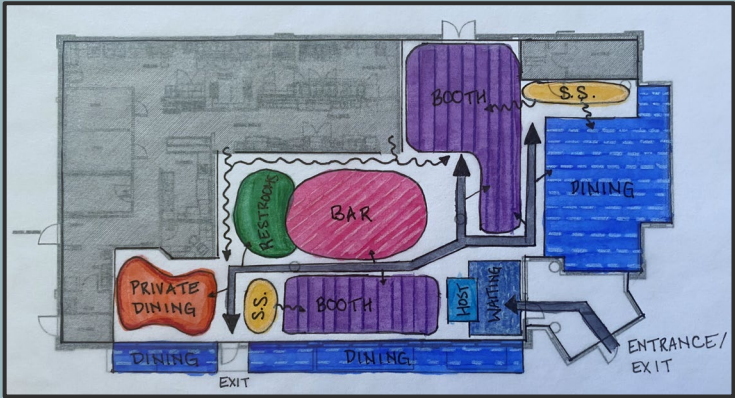
The Palermo Italian Restaurant was designed as a family-oriented restaurant. To create a comfortable sitting environment for customers muted greens and orange colors with wood tones were used through out the restaurant. Ceiling are at different height and with different designs to create different atmospheres for different areas in the restaurant.

Skills:

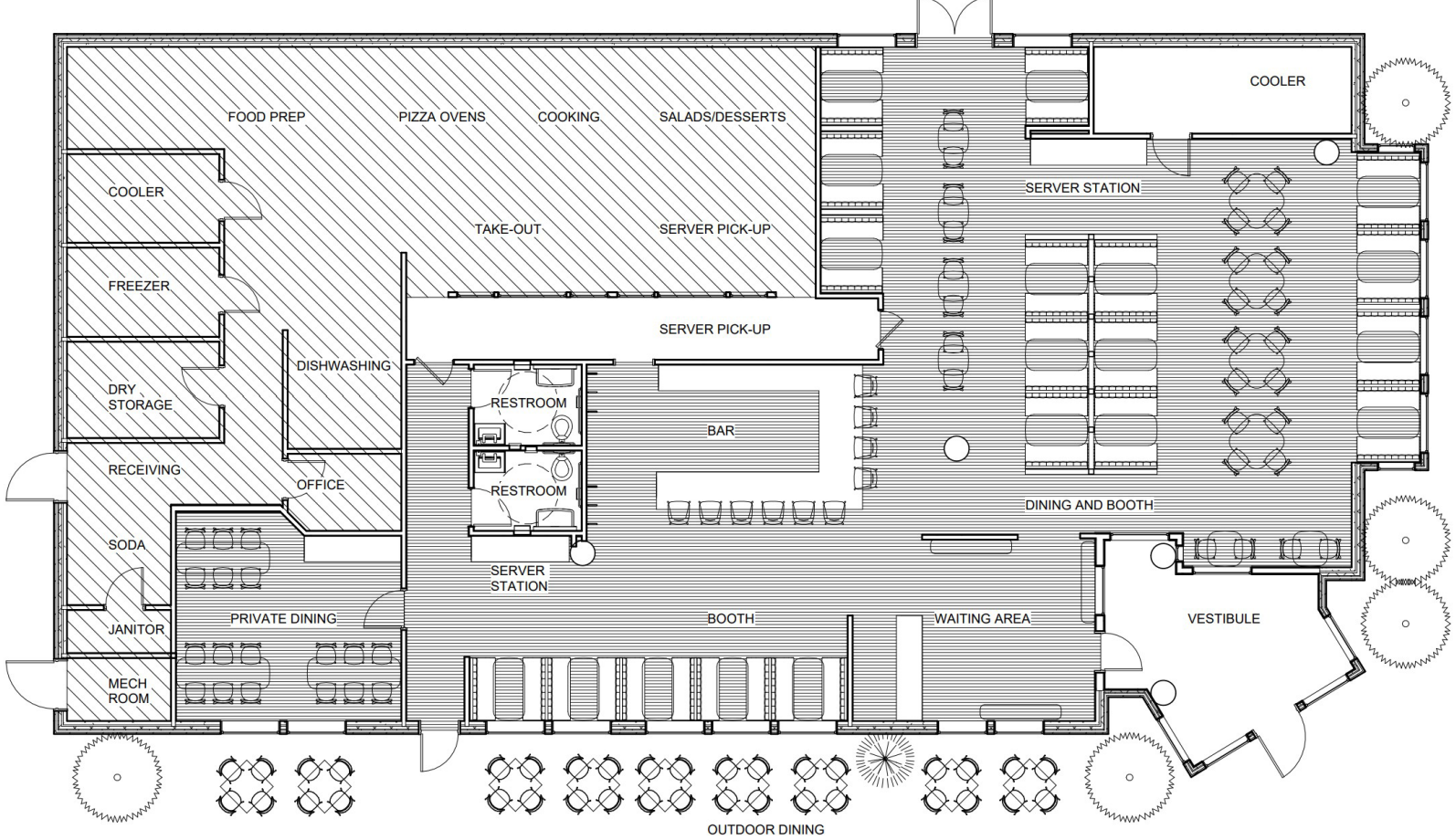
Space Planning Revit
Material Selection Enscape



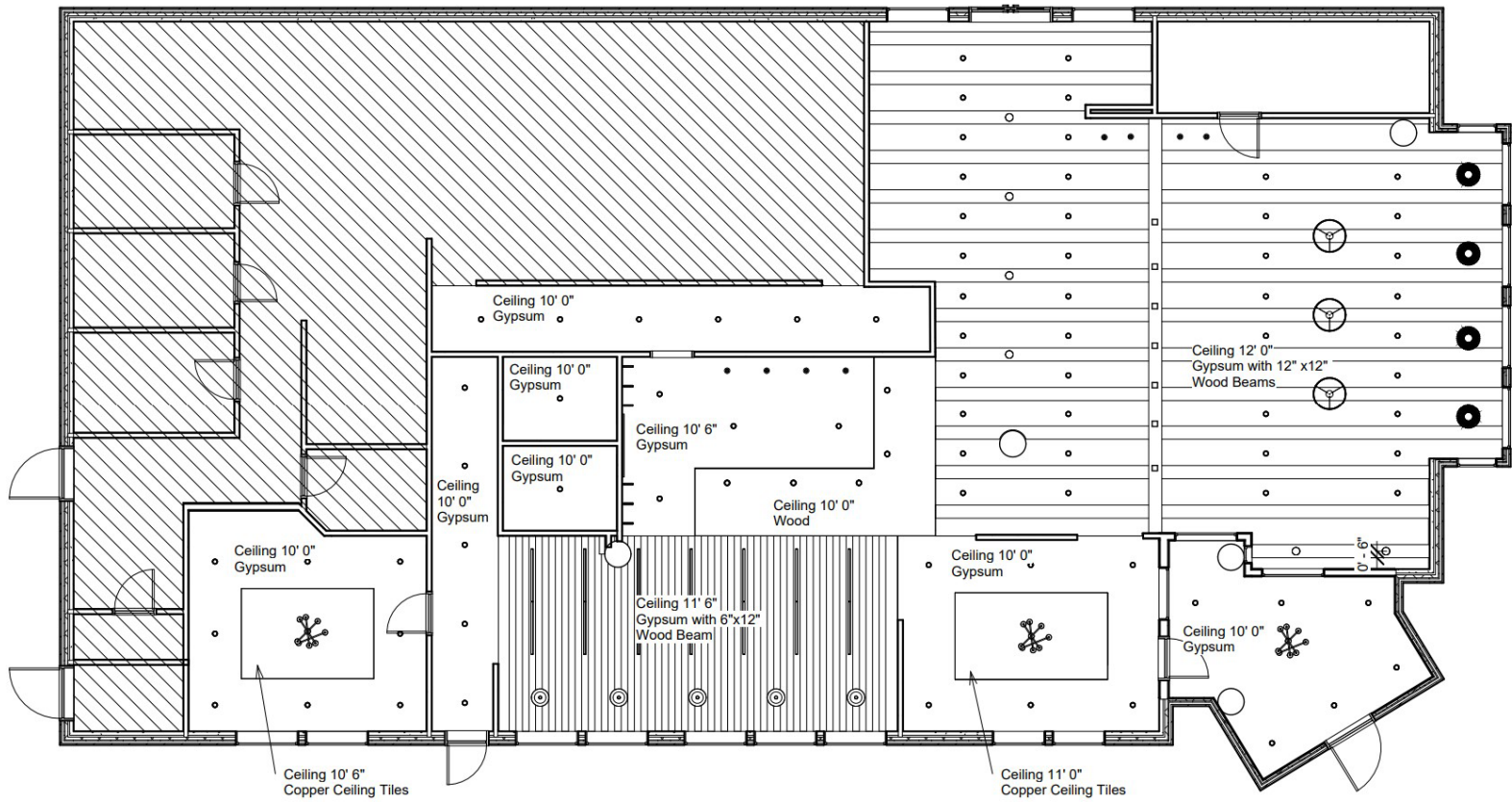
Block Plan



Graphic Diagram



FLOOR PLAN
N.T.S.



REFLECTED CEILING PLAN
N.T.S.



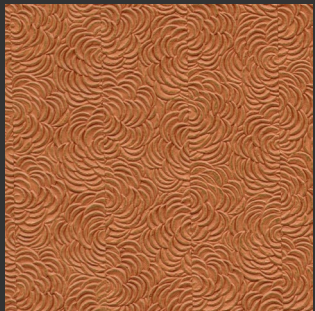
Copper Tile



Wood



Tile



Wallpaper



Wallpaper



Private Dining



Booth and Dining



Bar and Booth



Bar

Sephora Headquarters

Sephora Headquarters

Project Objective:

The goal of the Sephora Headquarters project was to gain understand of how to design corporate office space within an existing building. The departments that were needed, were to be planned with thought of which departments (or spaces) needed to be placed by each other. Along with the understand of circulation within the building between departments and exits.

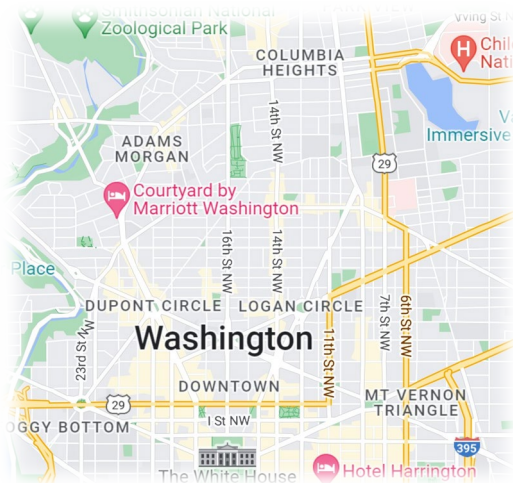
The Sephora Headquarters was located in downtown Washington D.C. on level 3 of a high-rise building.



Block Plan N.T.S.

Skills:

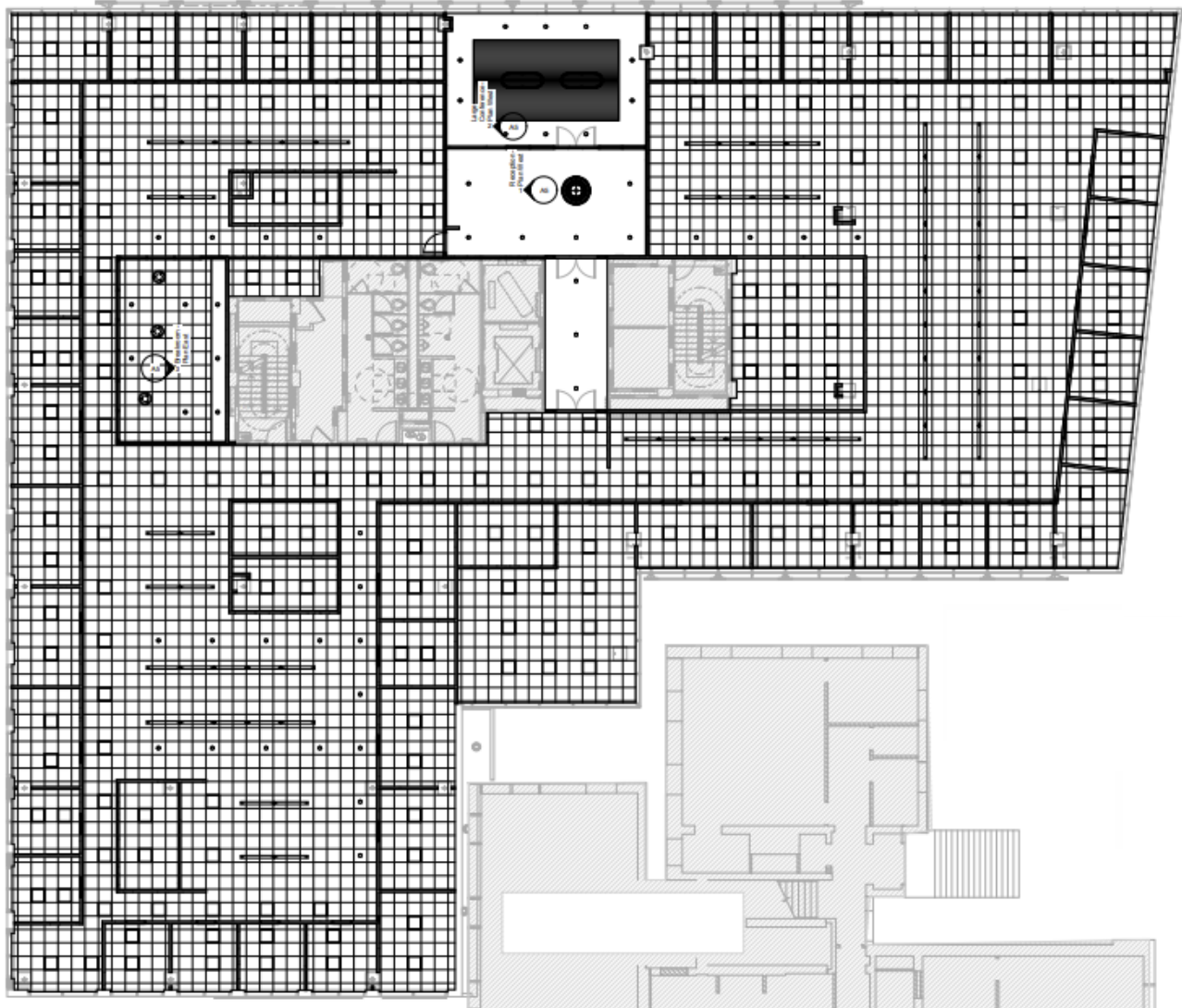
Space Planning
Material Selection
Revit
Enscape



Within the existing envelope of the building, Sephora Headquarters needed seven departments. Along with conference rooms, coffee stations, copy rooms, storage, and a breakroom. Each department had a minimum requirement of offices and workstations.



15 X 10 Private Office



REFLECTED CEILING PLAN
N.T.S.



Conference Room



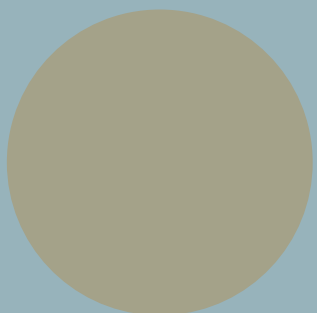
Countertop



Main Paint



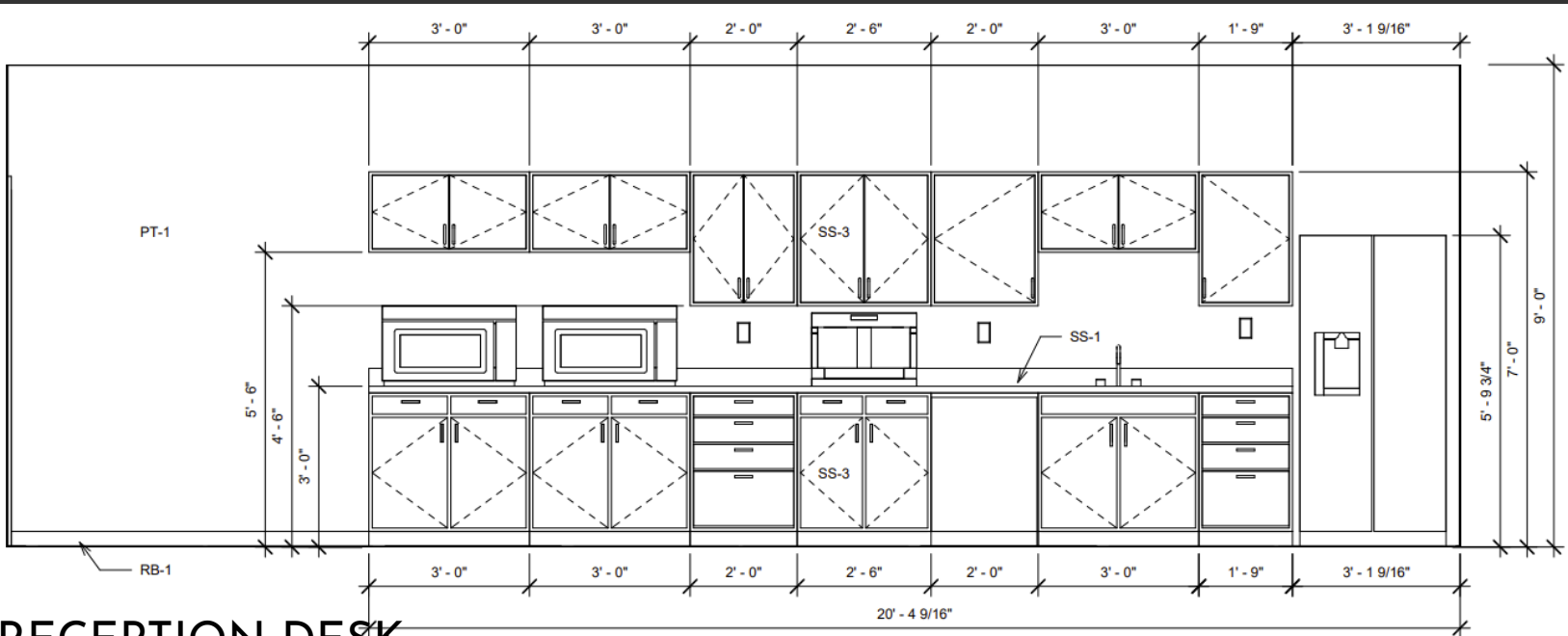
Carpet



Accent Paint



Break Room



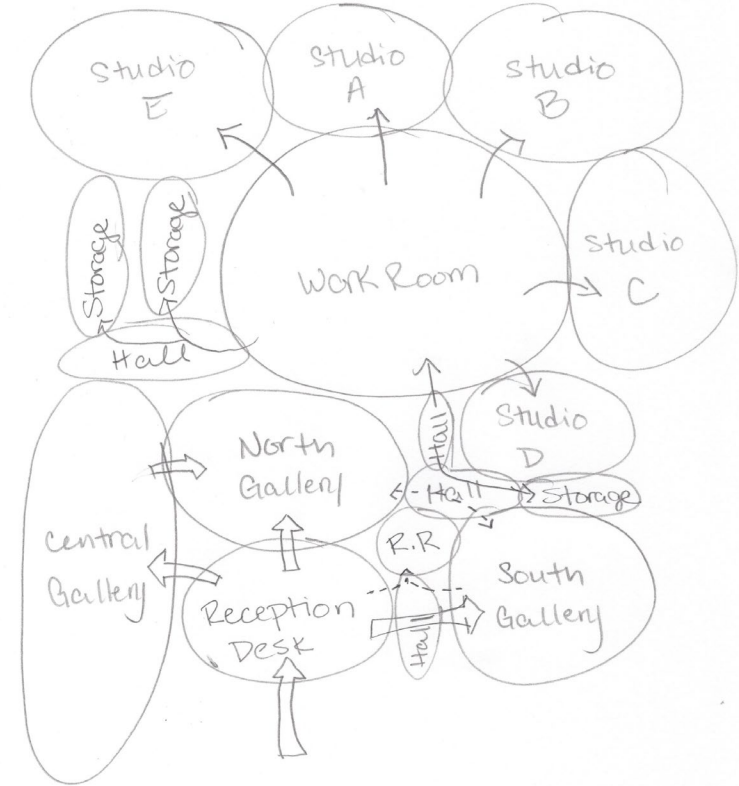
RECEPTION DESK
N.T.S.

International Gallery of Contemporary Art

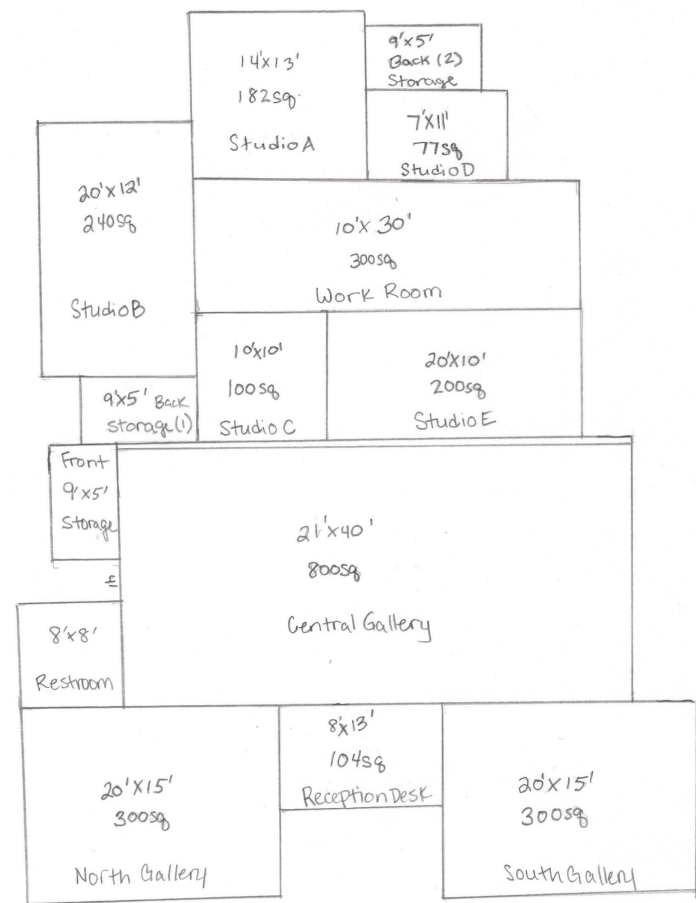
International Gallery of Contemporary Art

Project Objective:

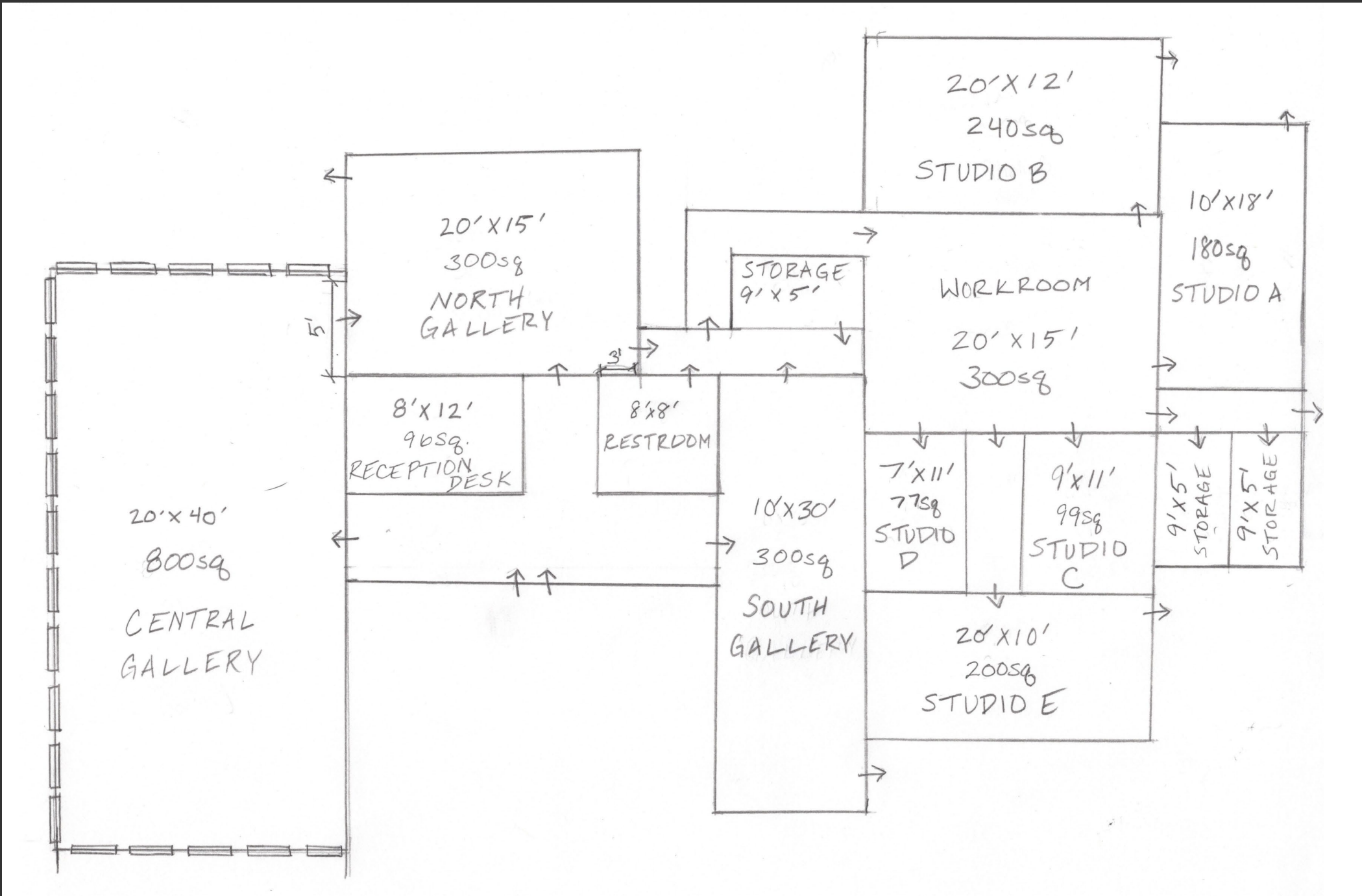
The purpose of this project was to simultaneously design the interior and exterior of a museum. Bubble diagrams and block plans were used to space plan layouts along with showing circulation within the building.



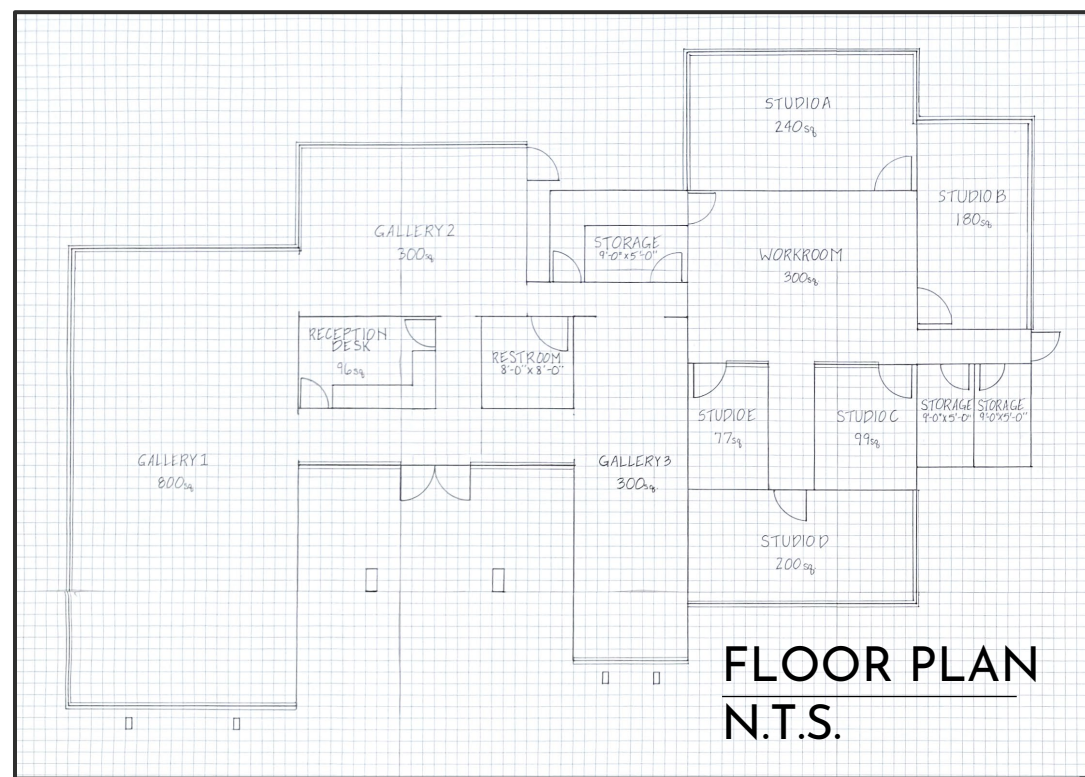
Bubble Diagram



Block Plan



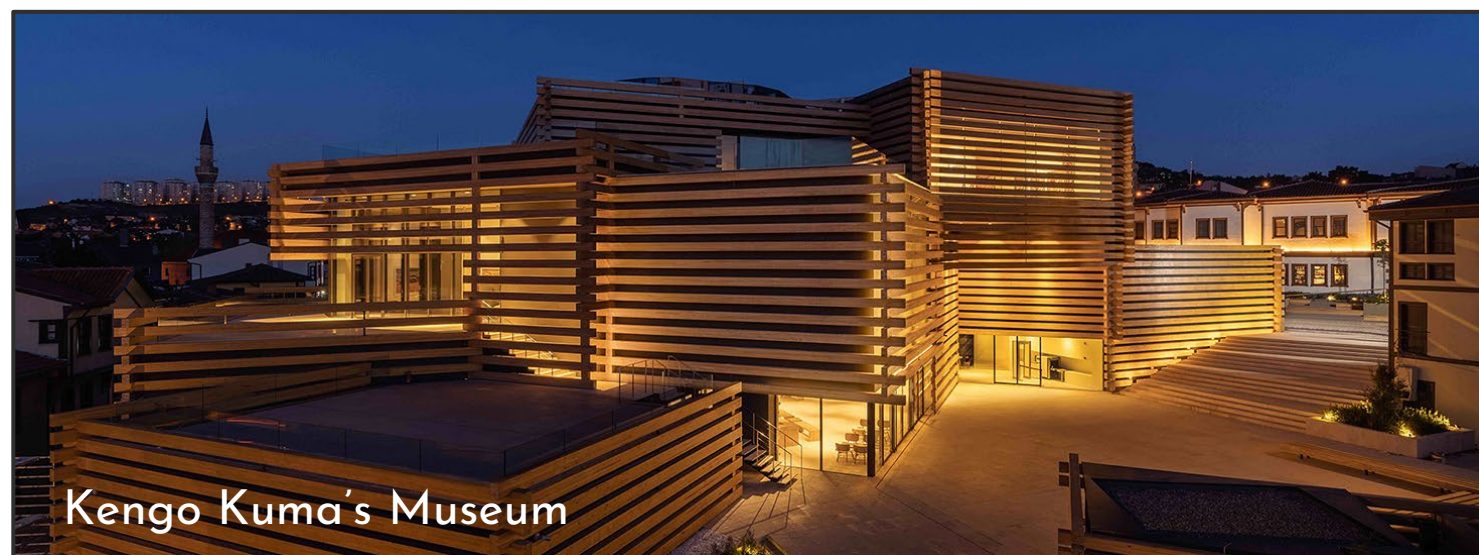
Block Plan



Skills:
Hand drafting,
Media
explorations,
Space planning,
Elevations

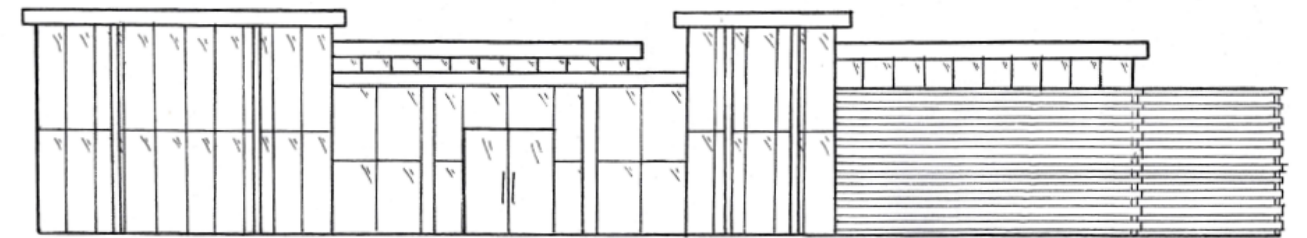


The thought process of the exterior design was to have curtain walls in the gallery areas. For the studio areas the goal was to keep it separate from the galleries and private.

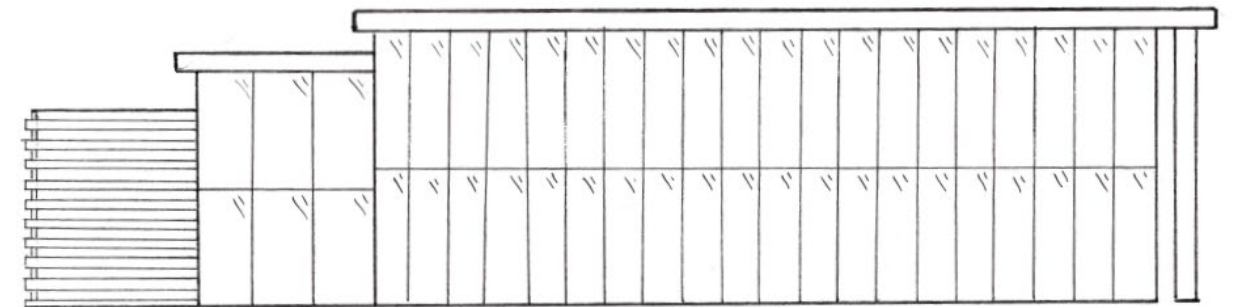


Kengo Kuma's Museum

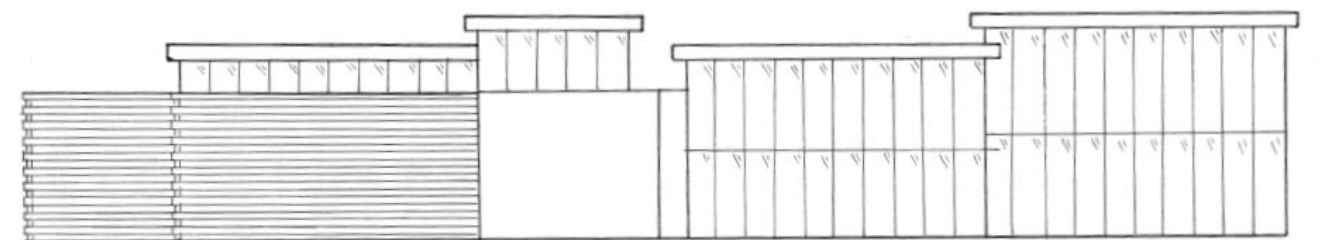
The inspiration of the studio exterior area was from the Kengo Kuma's Museum. The studio exterior areas has curtain wall windows with horizontal wood beams on the outside of the windows.



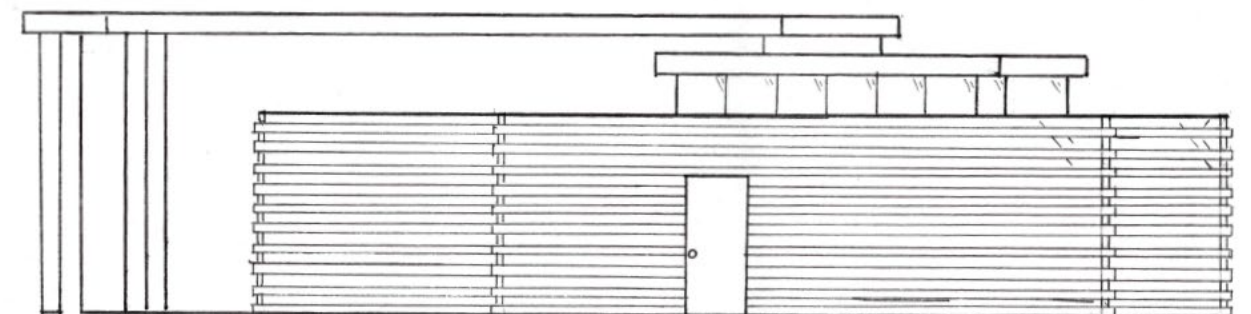
South Elevation N.T.S.



West Elevation N.T.S.



North Elevation N.T.S.



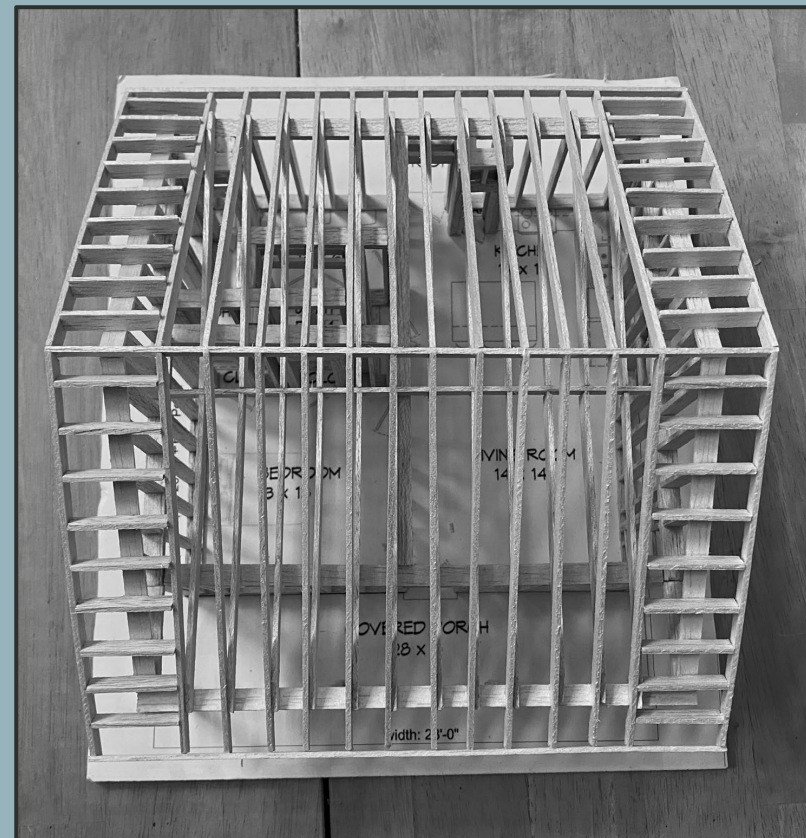
East Elevation N.T.S.

House Framing Model

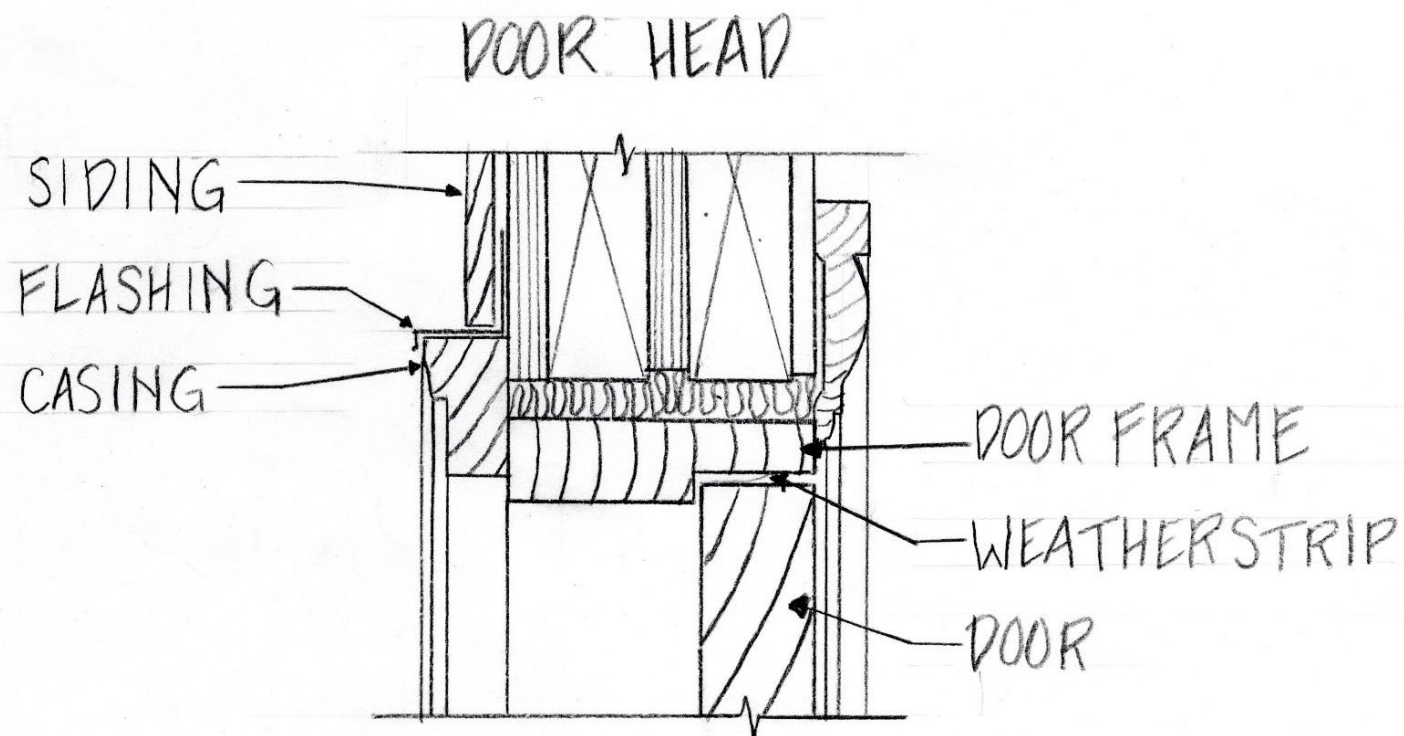
House Framing Model

Project Objective:

The purpose of the house framing model was to gain understanding on how a building was framed. The goal of the project was to frame the exterior and interior walls, along with the rafters for the roof. The balsa wood was to be framed 24 inches on center.



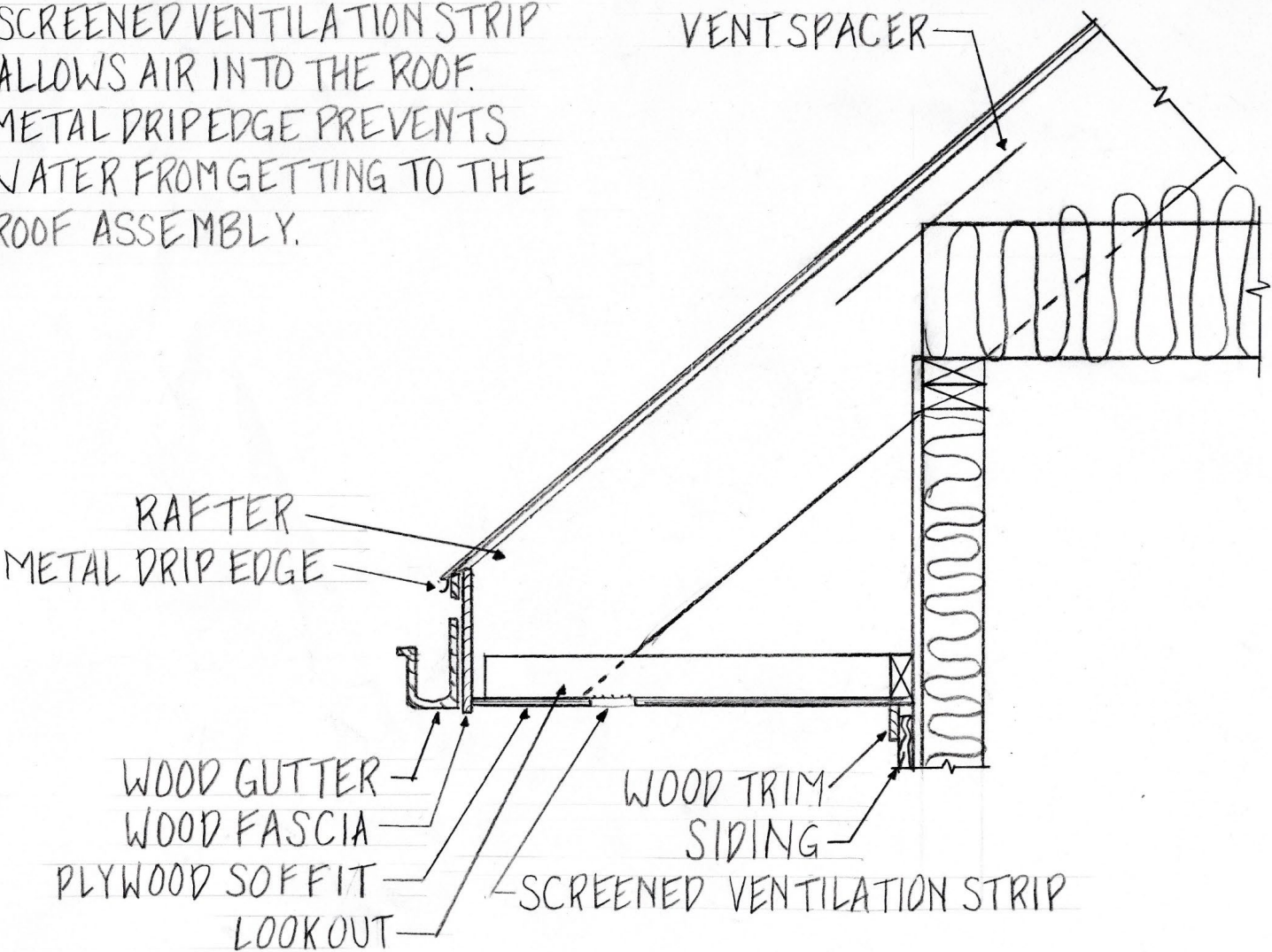
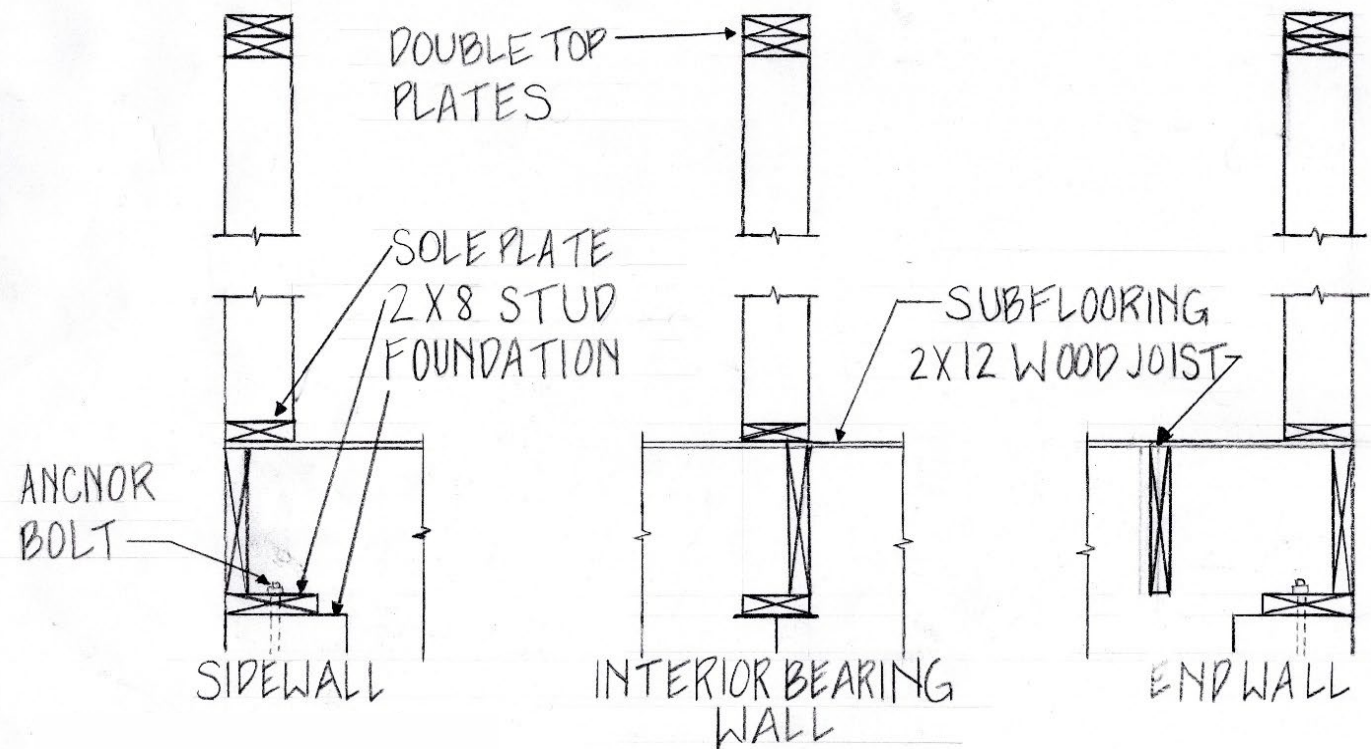
Construction System Sketches



Objective:

The purpose of the Construction System Sketches to understand how different system are assembled.

- THIS IS A VENTED ROOF.
- SCREENED VENTILATION STRIP ALLOWS AIR INTO THE ROOF.
- METAL DRIP EDGE PREVENTS WATER FROM GETTING TO THE ROOF ASSEMBLY.



Hand Renderings

Hand Renderings

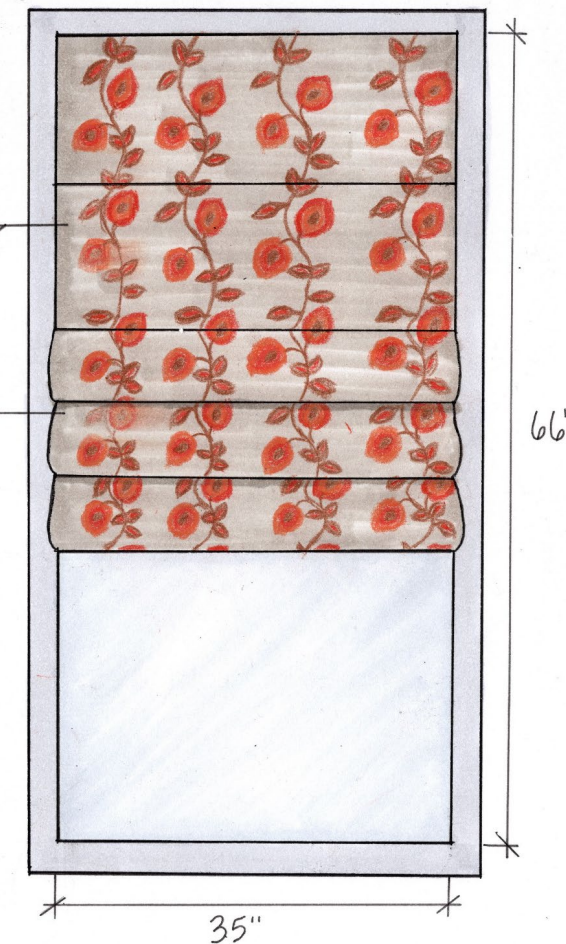


FLOOR PLAN



7561002
FABRIC: SOVEREIGN
SIENNA
WIDTH: 52"
REPEAT: 11.50"

ROMAN SHADE

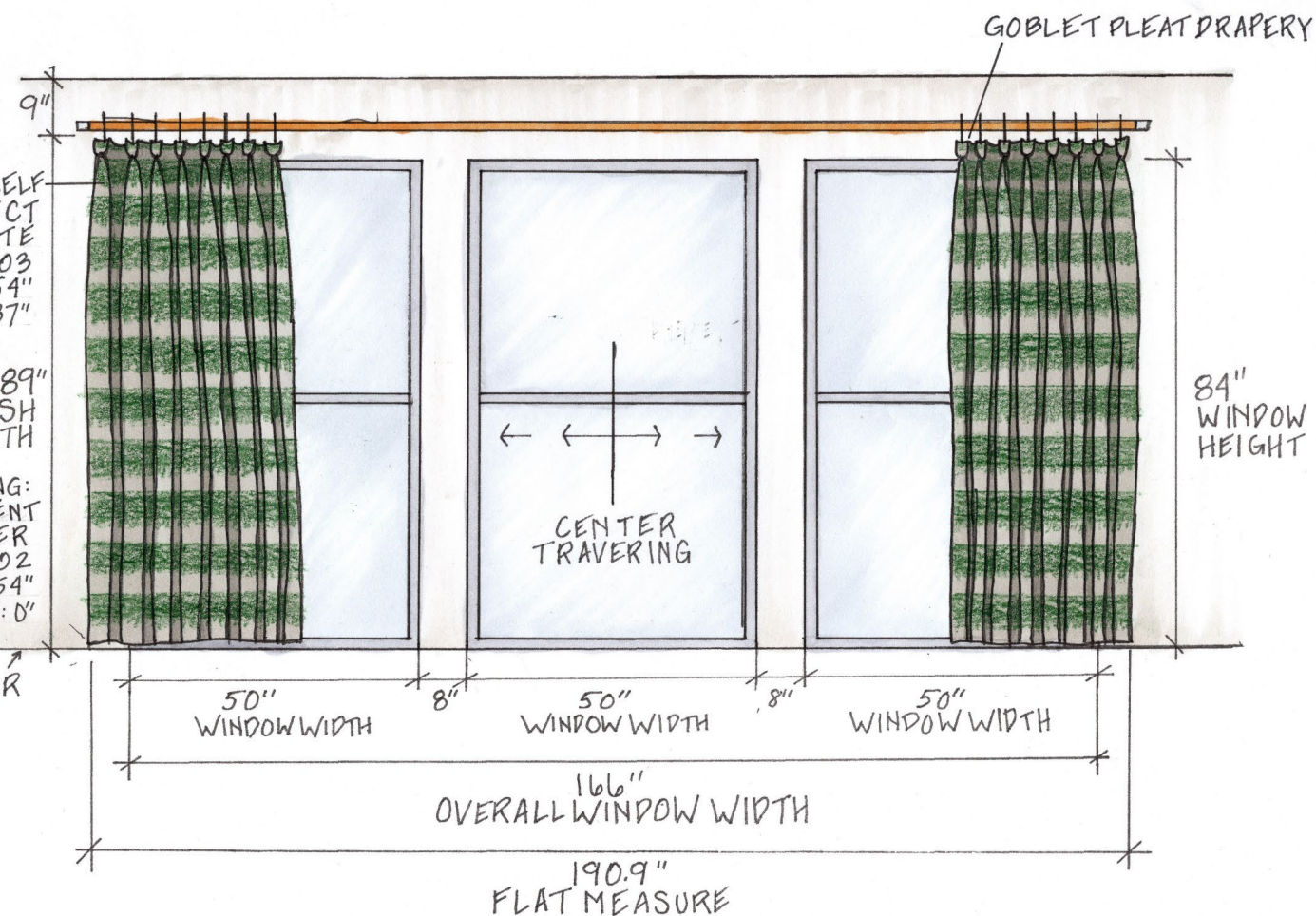


FABRIC: SELF-
RESPECT
GRANITE
4732503
WIDTH: 54"
REPEAT: 10.37"

89"
FINISH
LENGTH

LINING:
CONTENTMENT
ALABASTER
4779702
WIDTH: 54"
REPEAT: 0"

FLOOR



THANK YOU

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