

PORTFOLIO

Sonia Medina

Hey!

My name is Sonia Medina, visual artist and graduate architect born and raised in Tegucigalpa, Honduras. This portfolio encompasses my career as an artist as well as a designer, combining my passion for the creative arts and the democratization for design in lived spaces.



Contents

P Conceptual Processes

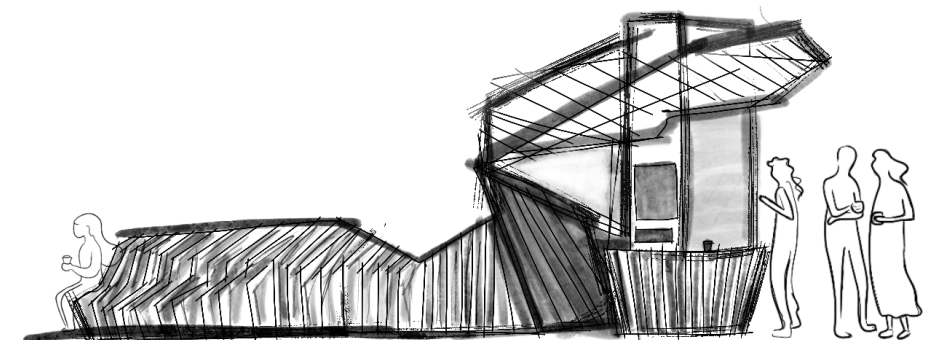
01	ARCH-DES I	DISTANCING TOGETHER	01
02	ARCH-DES II	MAPPING	05
03	ARCH-DES III	THE EGG & THE CITY	08
04	ARCH-DES IV	SOUNDSCAPES	09

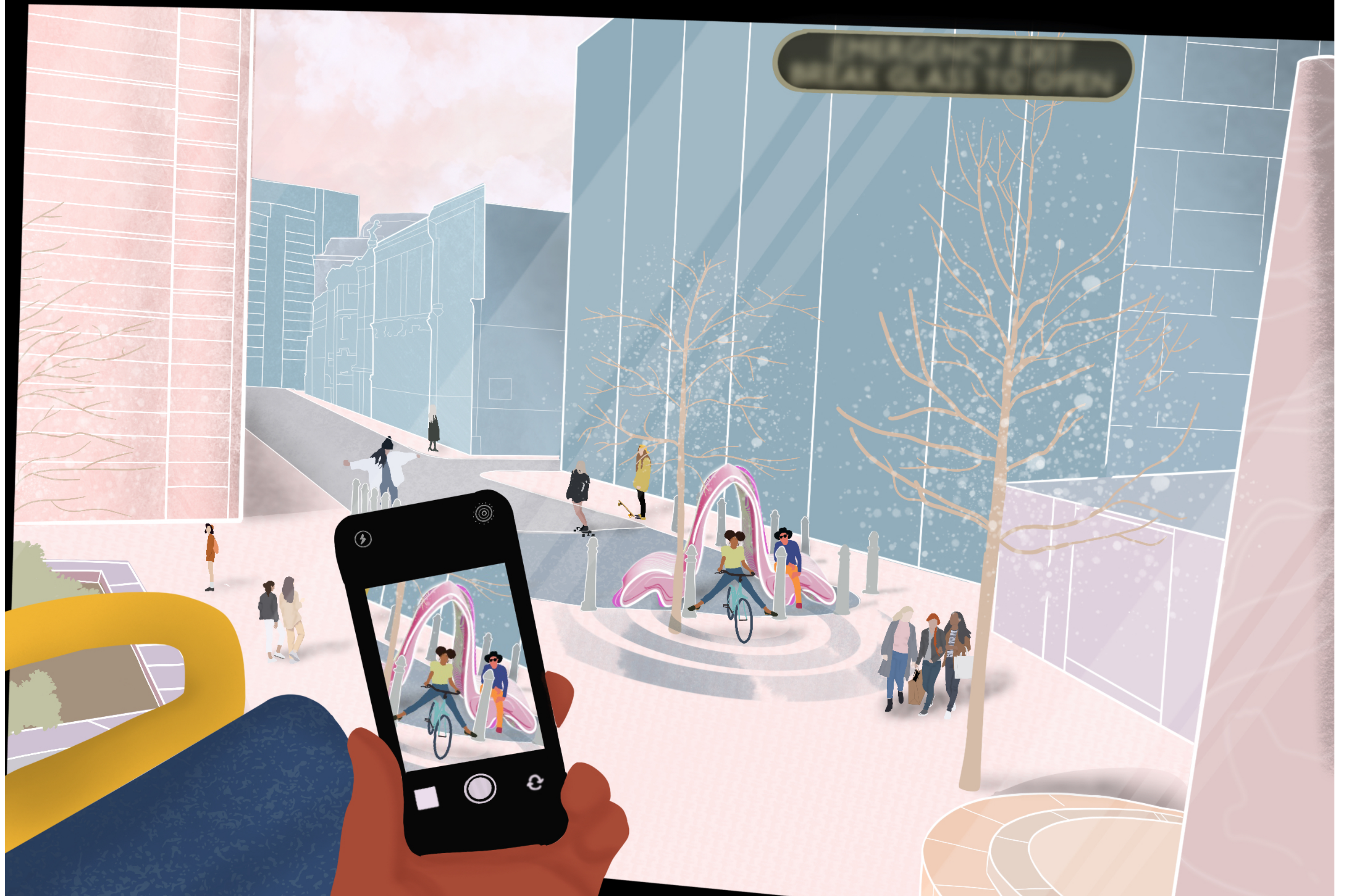
I Interiors

01	INTERIOR I	SHED LIFE	11
02	INTERIOR II	ARTISAN KITCHEN	13
03	INTERIOR III	DOMINO'S PIZZA	14
04	INTERIOR IIII	B&W APARTMENT	16
05	INTERIOR VI	CONTEMPORARY KITCHEN	21

A Architecture

01	ARCH I	TORRE LUNA	18
02	ARCH II	TAURUS	20
03	ARCH III	PRESCHOOL CENTER	22





DISTANCING TOGETHER

D-01

PROJECT TYPE: Urban Design – Design Processes – London Festival of Architecture
 LOCATION: PETTICOAT MARKET, LONDON, ENGLAND
 YEAR: 2021

Entry for the London Festival of Architecture designed by myself and Georgette Wilthew. The concept for the bench was inspired by the forceful separation during the pandemic. I constructed the bench in 3Ds Max using parametric functions (NURBS).



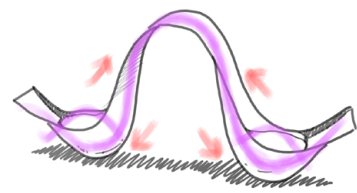
1. Loneliness due to isolation, forced separation.



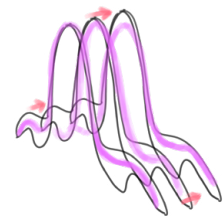
2. For the greater good, we Distance Together.



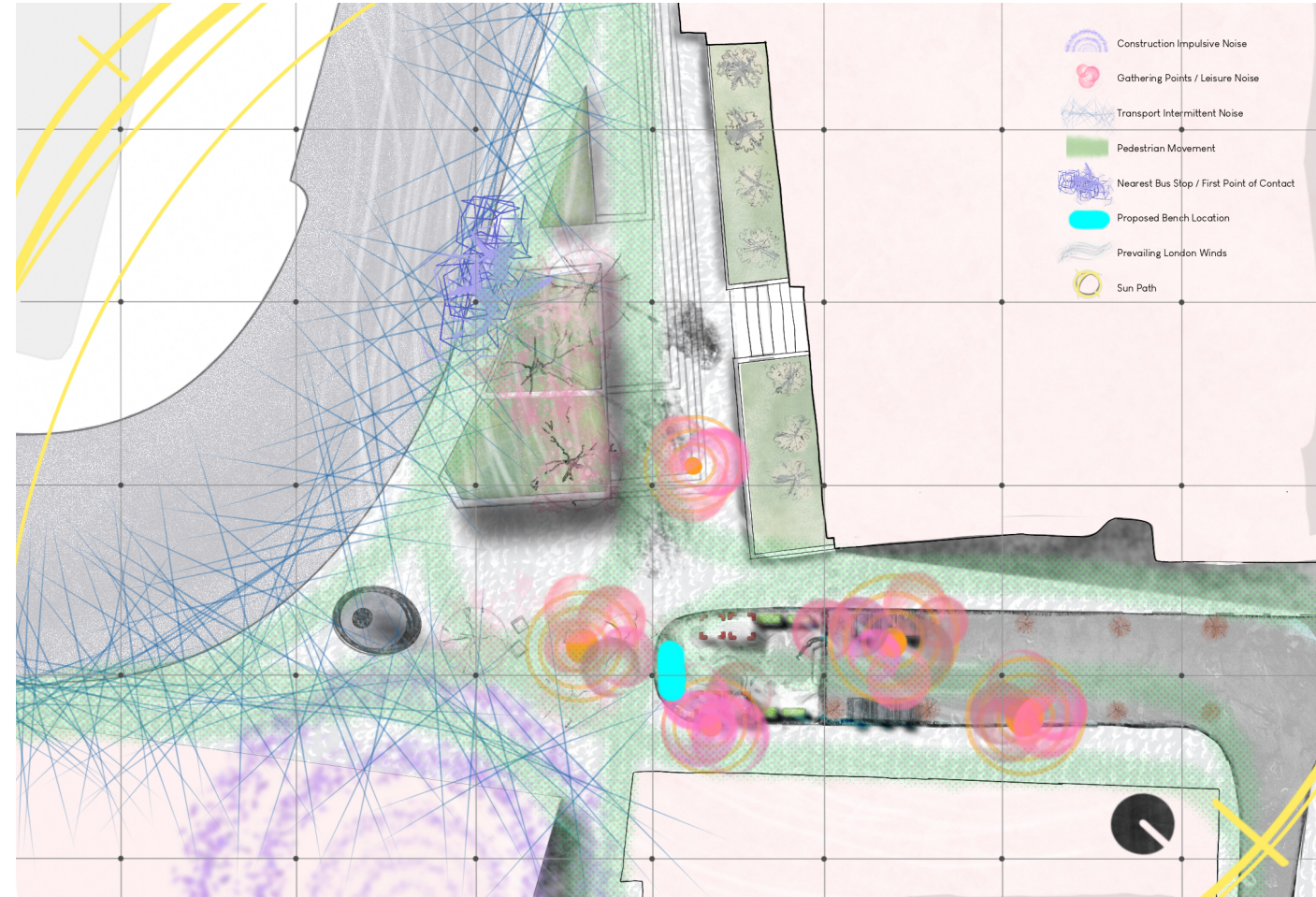
3. Standing together safely, socializing responsibly. Curves that reach one another.



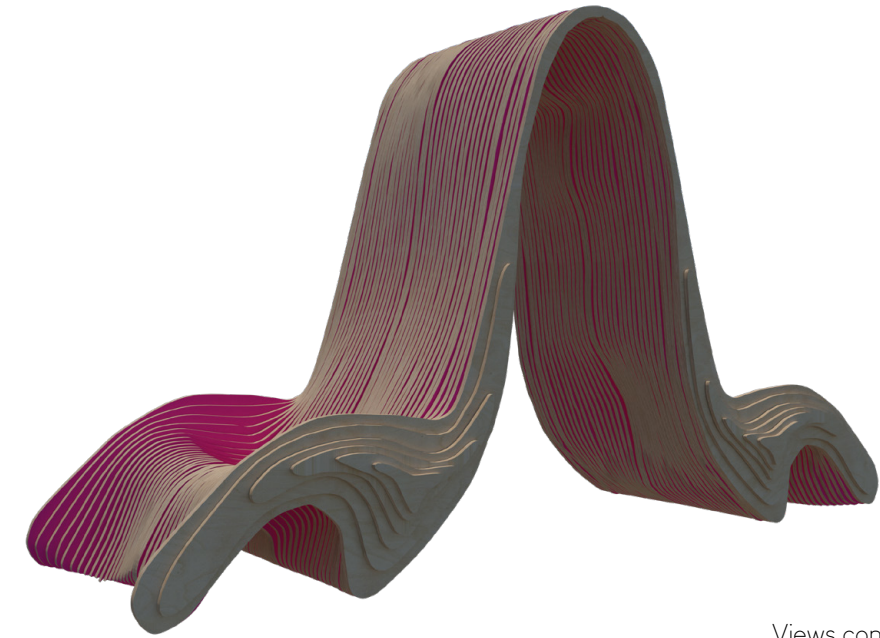
4. Volumetry representing as welcoming perception and playful separation.



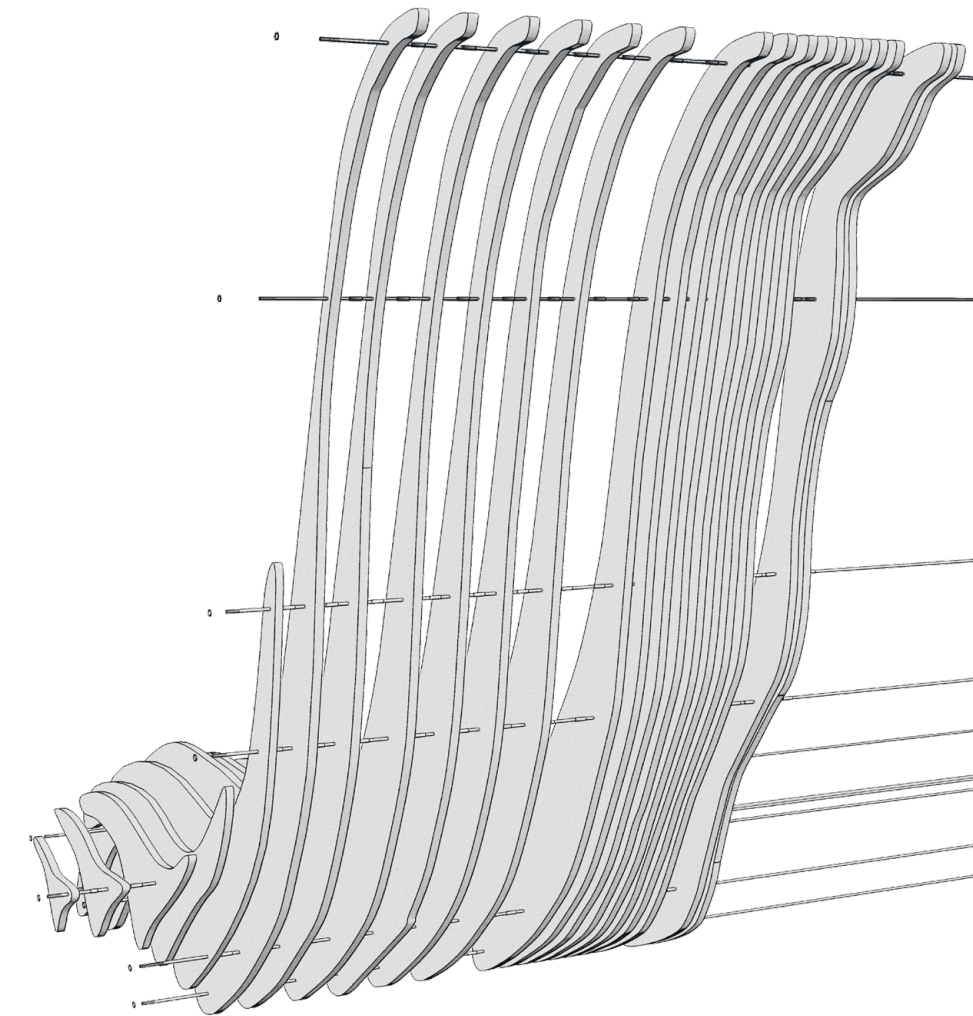
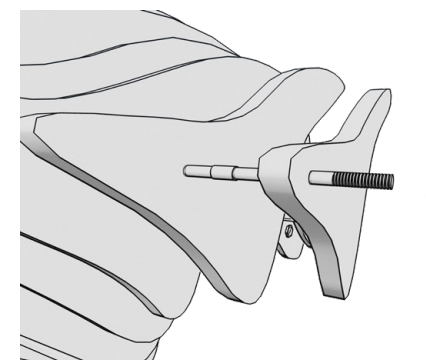
5. Serial planes to produce the curves that each of us represent.



The first point of contact with the location is the bus stop either getting off, passing by we are always looking forward. Mapping social experiences and pedestrian behavior to determine the location and impact of the bench.



Views constructed using 3Ds max.



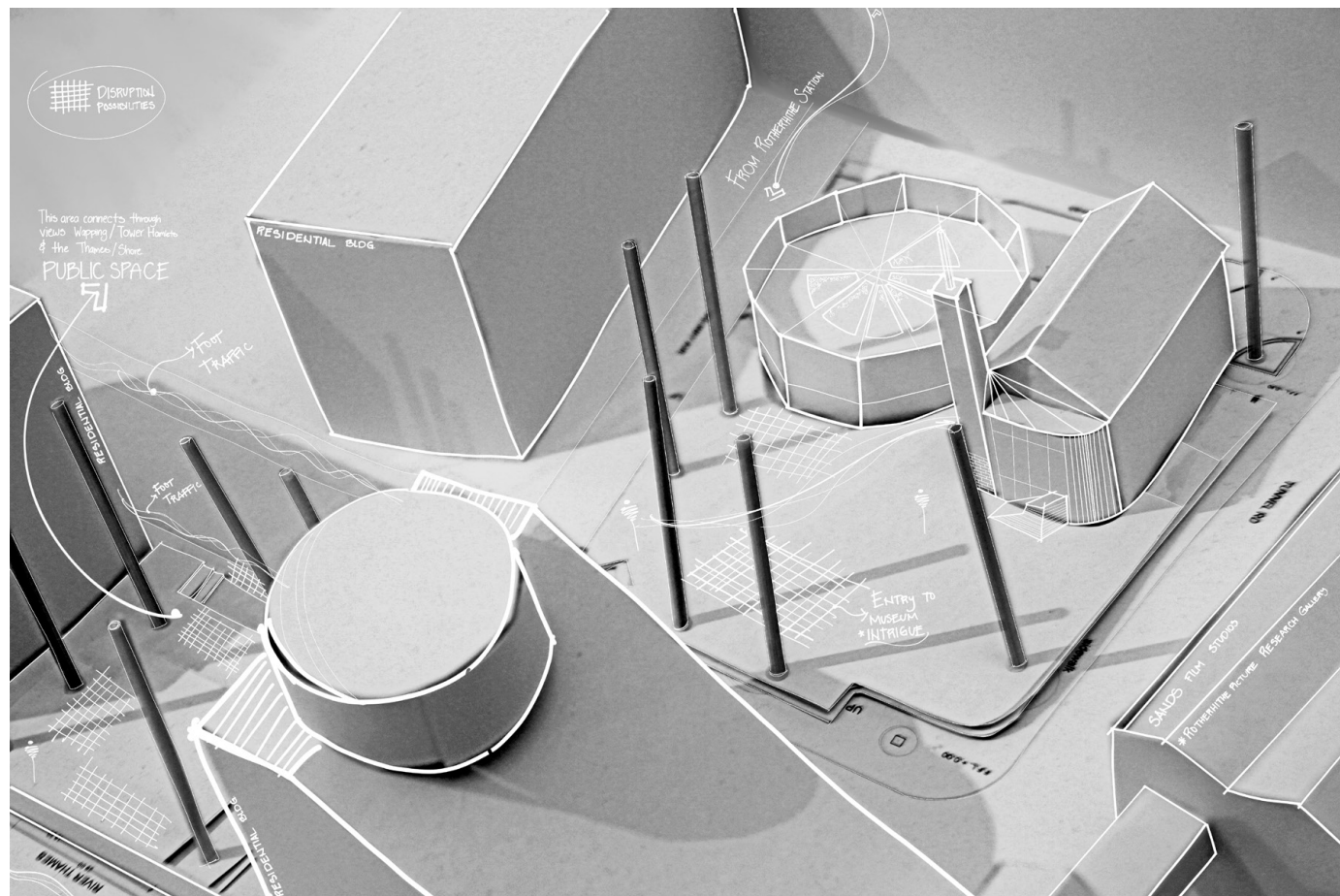
Bench profiles of 12mm Plywood will be cut using a CNC machine, having 3 profiles fit into 2 plywood sheets. The cut profiles will be primed and painted. Within the profile holes in each plywood profile will be set in key points where the threaded bar will go through the entirety of the bench.

MAPPING

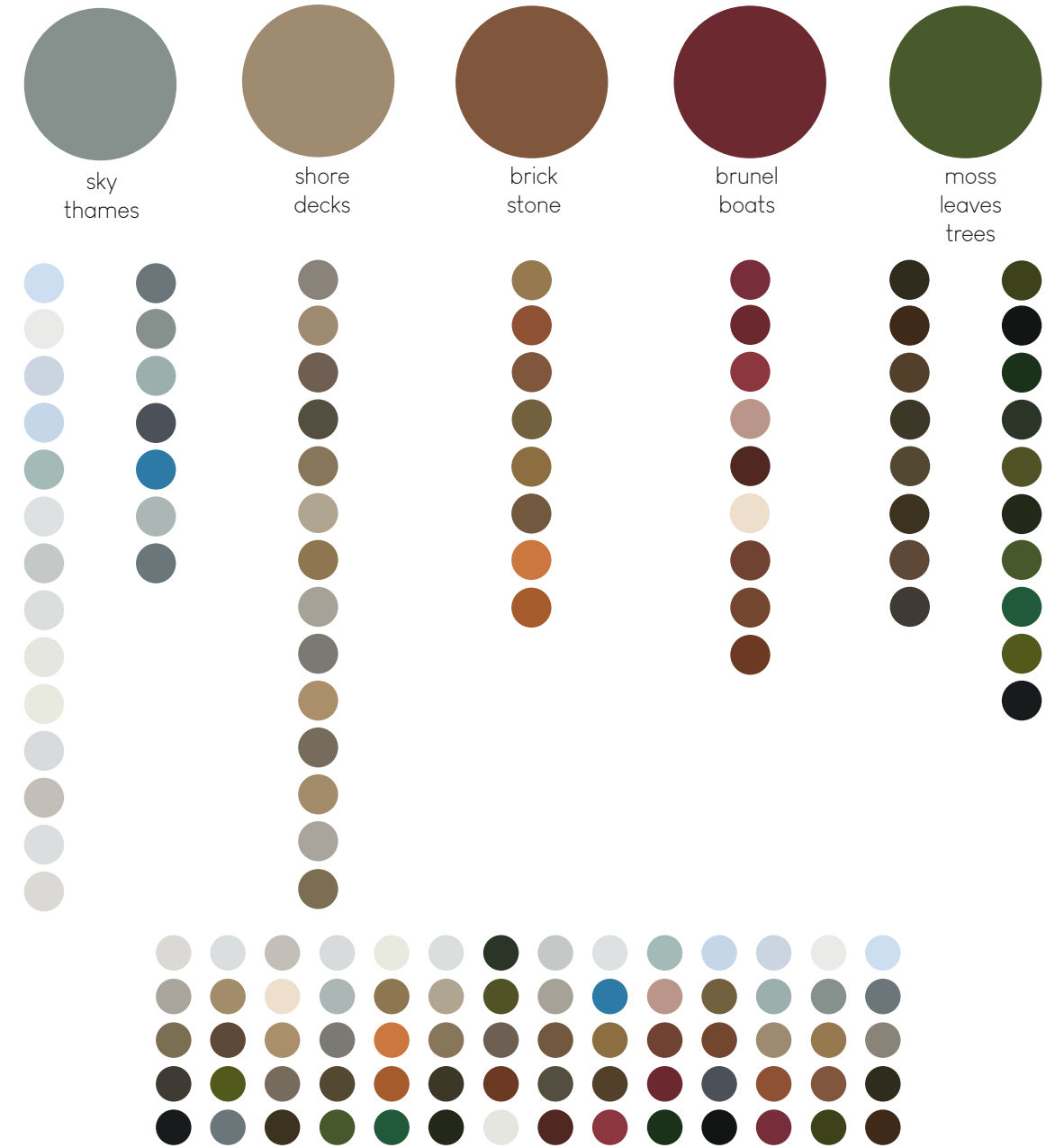
D-02

PROJECT TYPE: Performative Urban Space
 LOCATION: BRUNEL MUSEUM, LONDON, ENGLAND
 YEAR: 2021

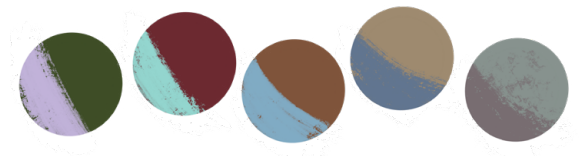
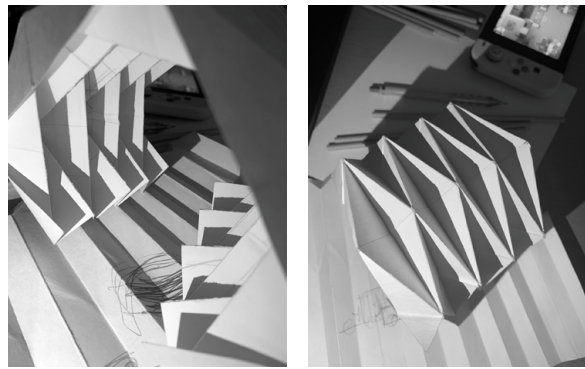
Every site has a distinct atmosphere, how can these be mapped and analyzed? As we photographed the site, it seemed there was a repetition within these photographs. These appeared to be: materiality, vegetation, use, and color. To understand the site's relationship with color and what color could reveal, the idea through photographs was to find color commonalities between connected spaces, shore, museum, pubs and find out what the color palette of the overall site was. 'The Pink Panther imitates nothing, it reproduces nothing, it paints the world its color, pink on pink; this is its becoming-world, carried out in such a way that it becomes imperceptible itself, asignifying, makes its rupture, its own line of flight, follows its "aparallel evolution" through to the end.' (Gilles Deleuze, 1987)



Disrupting space mapping. Development of space disruption, mapping exploring space possibilities for interventions according to views, foot traffic and main entrance to museum.



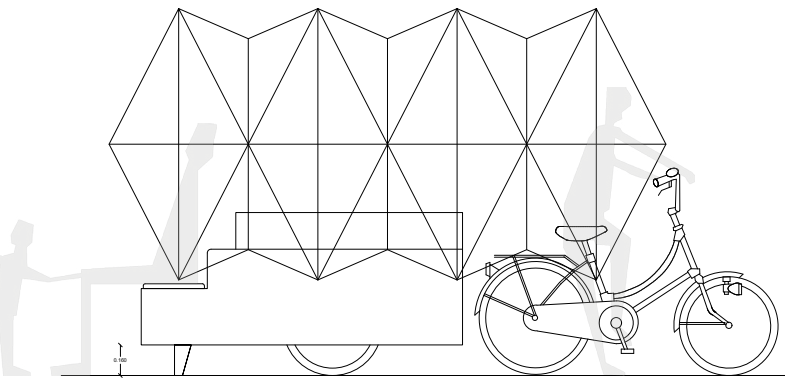
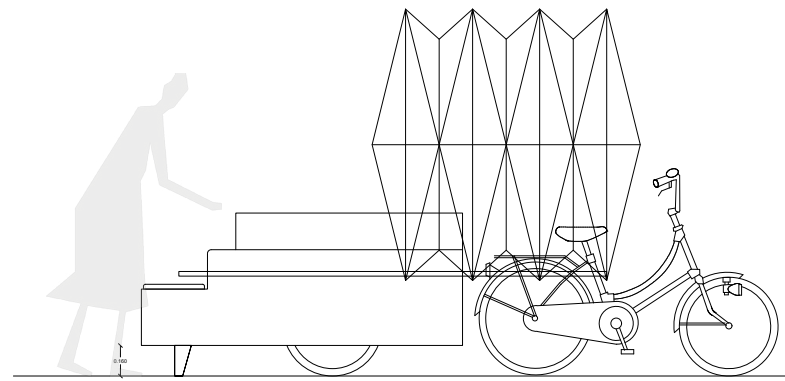
Color study mapping. The shades of an environment, reveal atmospheric tone and historical accent. Brick tones and grey tones are present throughout the site, muted tones and textures.



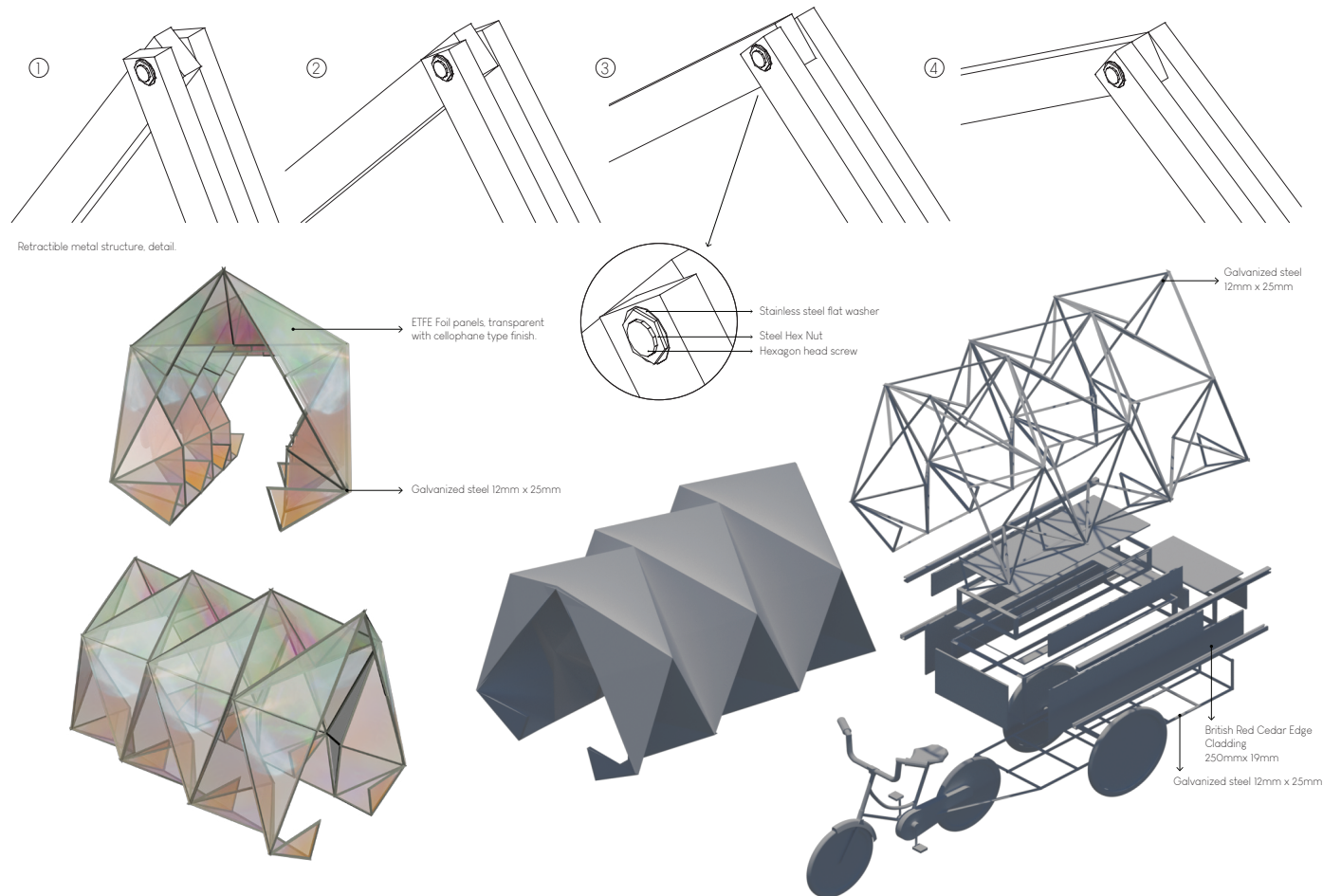
Color mapping base palette and apply an inverted palette creating contrast.



Materiality Experimentation.



Elevations. Foldable opening and closing structure.



Foldable structure for pop up / mobile cake stand, foldable detail and construction.

THE EGG & THE CITY

PROJECT TYPE: Design Processes - Performative Urban Space
 LOCATION: LONDON, ENGLAND
 YEAR: 2021

During the pandemic, as a society the egg has developed as this body without organs, focusing on the need to survive. This has made our shells, eggs our shelter looking inward.

The egg became a symbol for the world within and shelter, we shield ourselves from the pain of loneliness. The world needed to be cracked open and experienced, this meant freedom through flight or gushes of wind.

The egg and its complex layers could be revealed, through wind and what became sounds of the wind. It is cracked and there is sound, the consequence of being trapped and freed.

The process of creating these layers coming from the egg revealed texture and this idea of fleeting moments. The plaster would chip away as it sounded, transforming into new forms, constantly changing.

'The world has become chaos, but the book remains the image of the world: radicle-chaosmos rather than root-cosmos.' (Gilles Deleuze, 1987)



The egg represents states of isolation, depression and loneliness. Casting stratas, layers of the egg world / isolation.

SOUNDSCAPES

D-04

PROJECT TYPE: Design Processes – Performative Urban Space
 LOCATION: BRUNEL MUSEUM, LONDON, ENGLAND
 YEAR: 2021

The public space becomes part of everyday life, walking the dog, going through the park for coffee, reading by the window to see into the public space; these are all unconscious and conscious ways parks bleed into life.

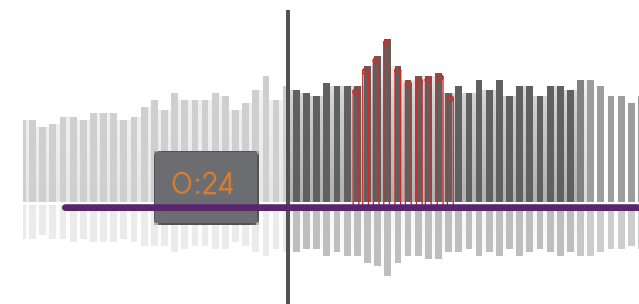
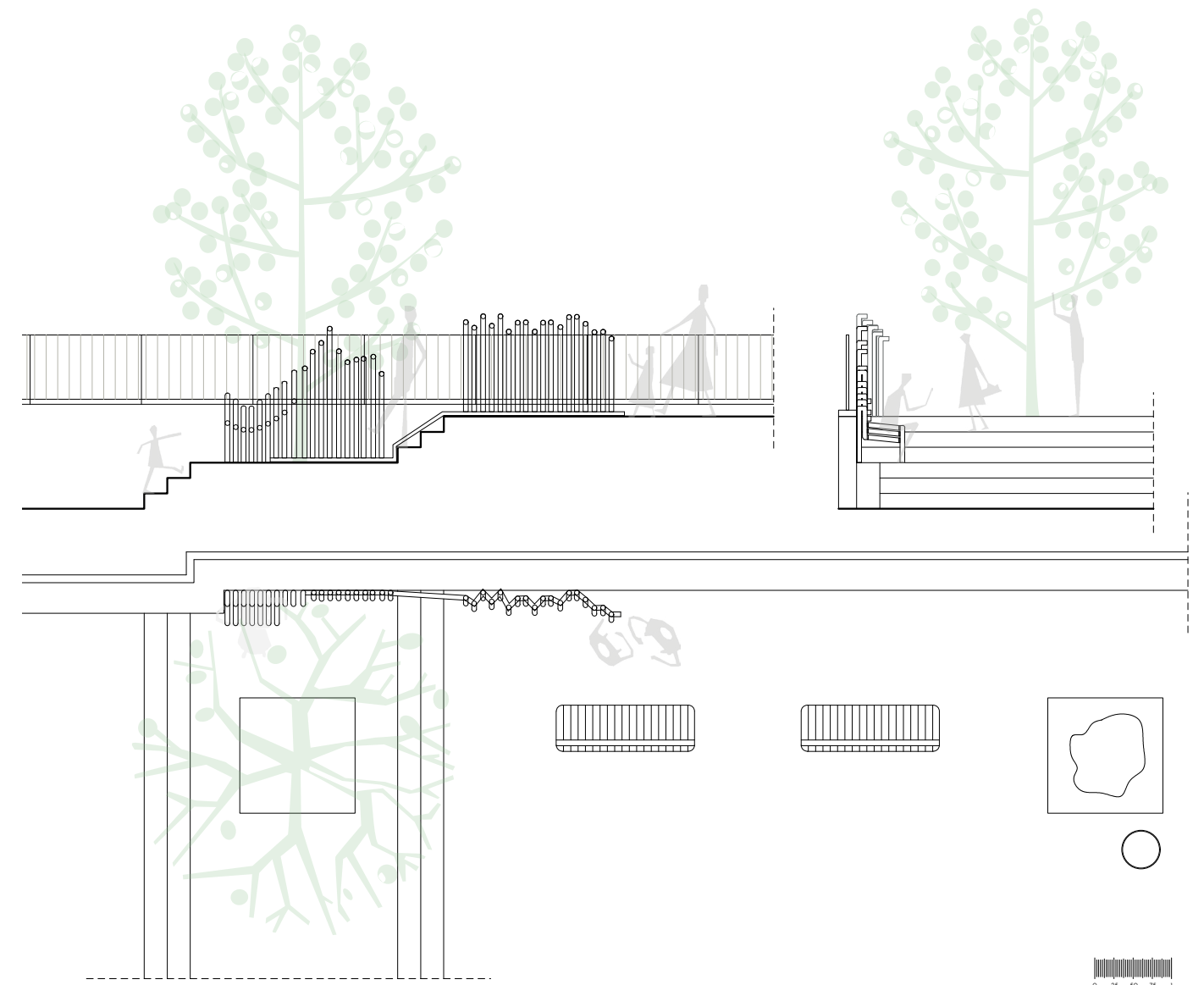
The act of embroidering revealed this movement of hidden unhidden patterns parallel to the tunnel which is running constantly unseen. During site visits, my route was through Rotherhithe Station, the sound from the station with water drops, a faint sound of people and imminent train through the tracks, a small sample of this sound became part of the embroideries.

The concept of mapping through sound with the recording uploaded to SoundCloud the sound was mapped through sound waves. These soundwaves were represented as a positive space with seating and revealing the sound throughout pipes which emulate the soundwaves. Consistent to the embroideries which rip the paper and the pipes are ripping the ground through sound.

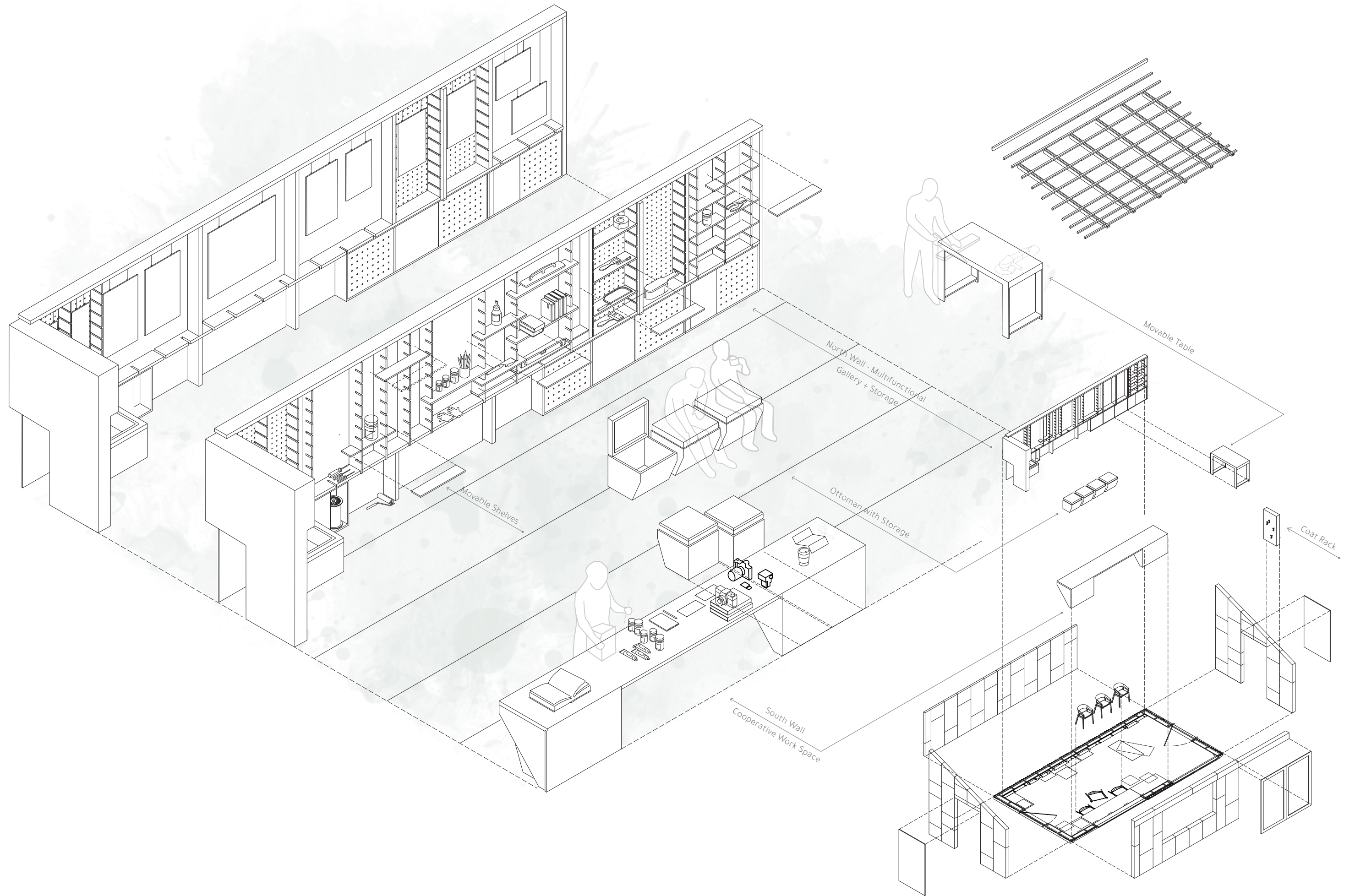
Designed for the Brunel Museum in London.



Wall as transitional space, gallery wall, to collaboration space, to workshop space.



Recording the Rotherhithe Station's sound and playing it through embroideries metaphorically coming in and out the floor, following the sound wave mapping. Plans constructed with Autocad and Illustrator.



Final Proposal Gallery Wall and Shelf Wall transition and activities. Exploded Axonometric constructed using AutoCAD, Procreate and Illustrator

SHED LIFE

1-01

PROJECT TYPE: Interior Design – Community Space
LOCATION: BASTABLE AVE, BARKING, LONDON, ENGLAND
YEAR: 2020–2021

Shed Life interior concept incorporates conceptually the heritage of Barking & Dagenham, and the intention of community. This is a space for people to identify with and feel proud of, evoking a strong sense of belonging.

Inclusion, collaboration, creation, and Interaction are incorporating together to build a space that stimulates the social interaction, participation, and empowerment of the community. Uses will overlapped so space can be used accordingly, exhibition, workspace, coffee lounge, seating area, and more.

To be built late 2021 and Designed in collaboration with MA course colleagues.

Featured in Dezeen architecture and design magazine (<https://tinyurl.com/e8374pyb>).



Wall as transitional space, gallery wall, to collaboration space, to workshop space.

ARTISAN KITCHEN

1-02

PROJECT TYPE: Interior Design
LOCATION: TEGUCIGALPA, HONDURAS
YEAR: 2018

This kitchen was handmade and painted grey matte paint, making an impact in the space. The structure of the cabinetry is made of kiln dried wood and 25mm medium density fiberboard, matte finish and moisture tight sealed. A range of bespoke storage has been installed; including pull-out storage for condiments, and a cup storage cabinet. The kitchen cabinet top is white quartz piece which makes a great composition with the grey cabinets and antique black shells.



Moodboard studying materiality and ambiance.



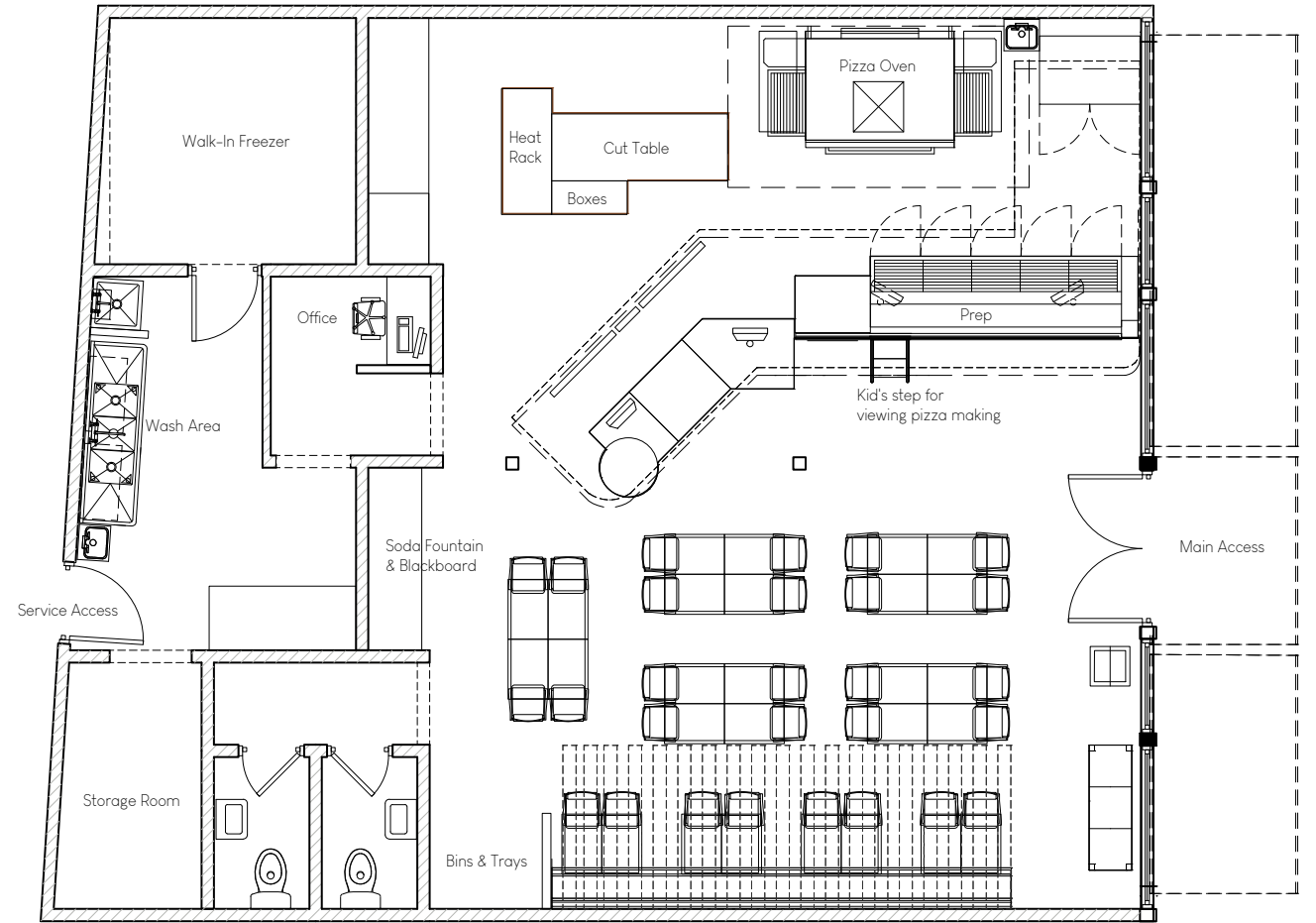
Finished Kitchen shelving with subway tiles and quartz top.

DOMINO'S PIZZA

I-03

PROJECT TYPE: F&B Interior Design
 LOCATION: TEGUCIGALPA, HONDURAS
 YEAR: 2015

For this project I worked directly with the owners of the Domino's Pizza franchise. The goal was to utilize the Domino's Development and Construction Guide within the context of Honduras with wood elements and pergola-like structure and the location which is nearby the National University. The interior design included a warm environment, space for large groups of students and interesting lighting solutions. Once I developed the proposal it was approved and praised by the American architects from Domino's.



Plan View constructed using AutoCAD. Flow of kitchen and service areas.



Main facade, vertical element design and construction method was designed by myself on site.



Dining Area Design Collage in Procreate.

B&W APARTMENT

I-04

PROJECT TYPE: Interior Design - Bespoke Furniture and Arts

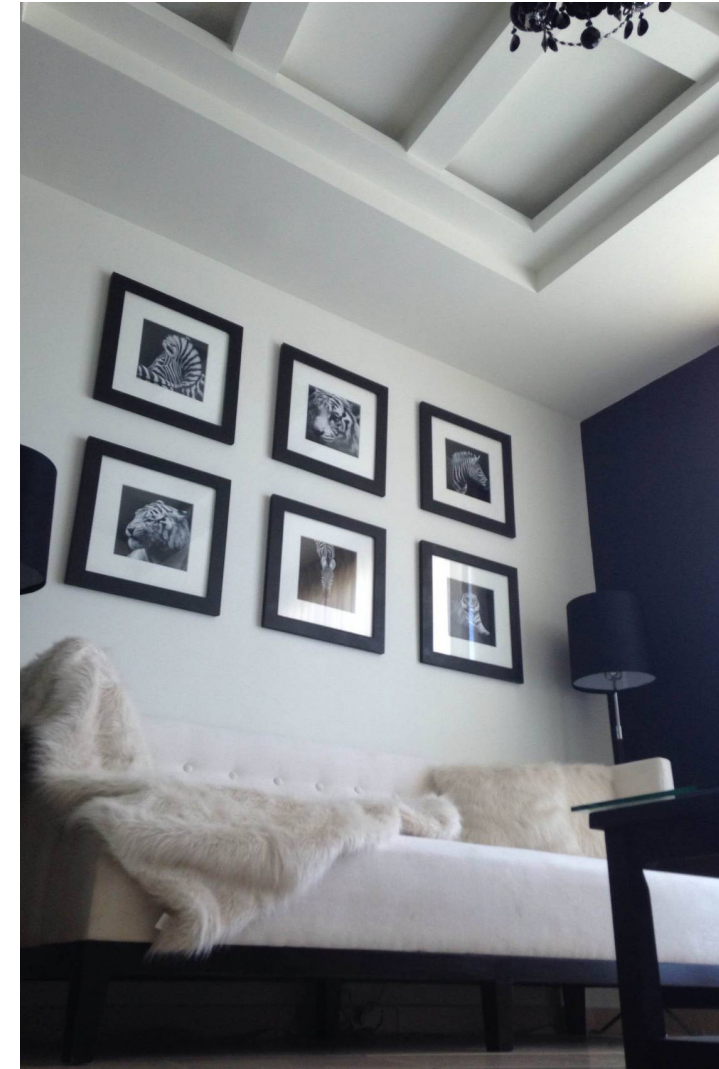
LOCATION: TEGUCIGALPA, HONDURAS

YEAR: 2015

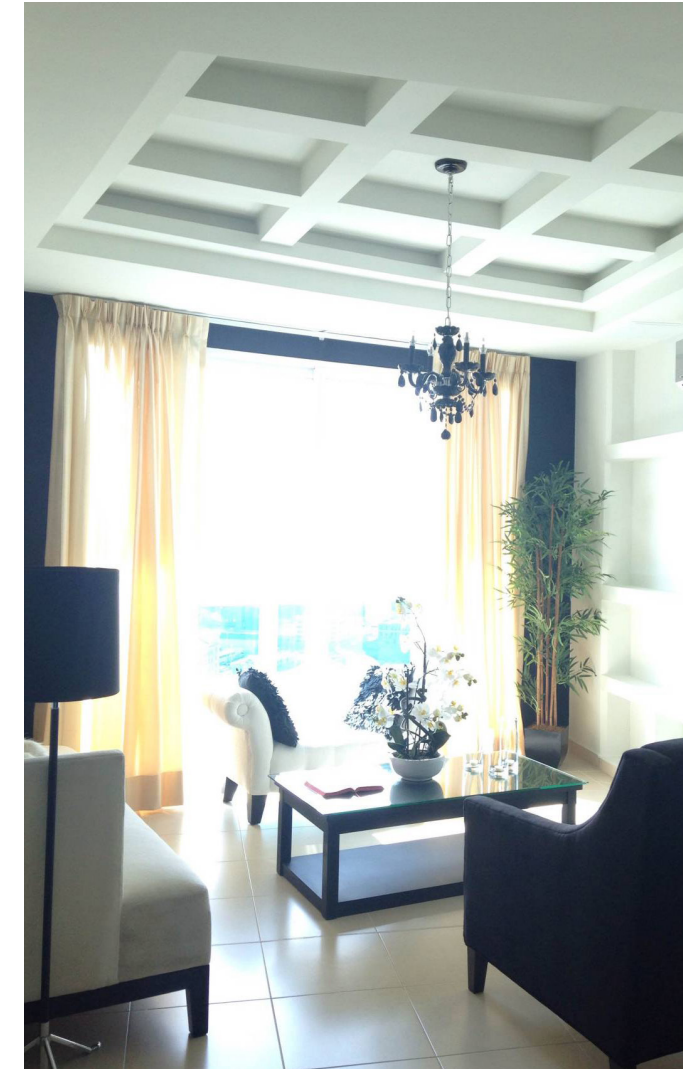
Commissioned by a first-time home owner whose dream was to live in a Black & White apartment. I was the designer and contractor, for the design I used an achromatic color story and neutral elements like wood, textures with fur, and textiles; to create a warm and comforting space.



Moodboard atmosphere materiality.



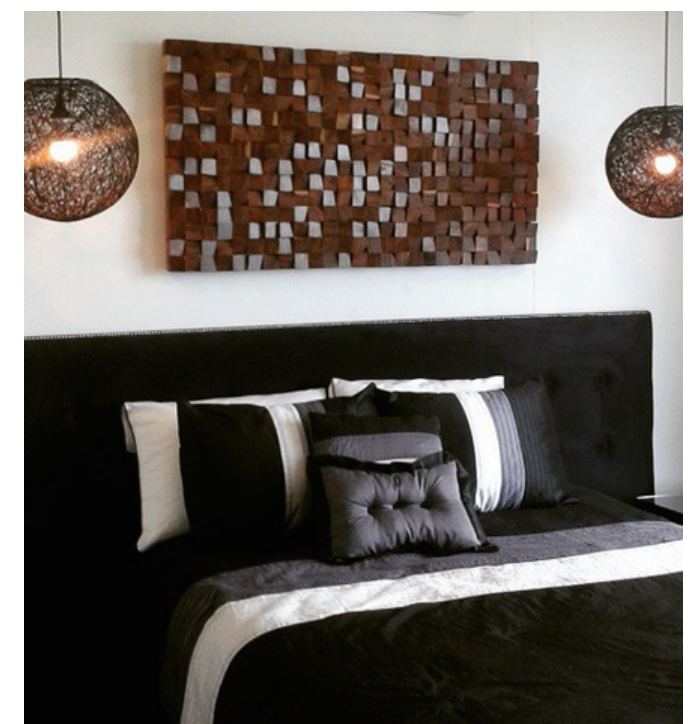
Gallery wall curated for space.



Living room view ambiance of finalized project.



Custom upholstered chair designed for space.



Main bedroom, bespoke wood art designed and built by me.

TORRE LUNA

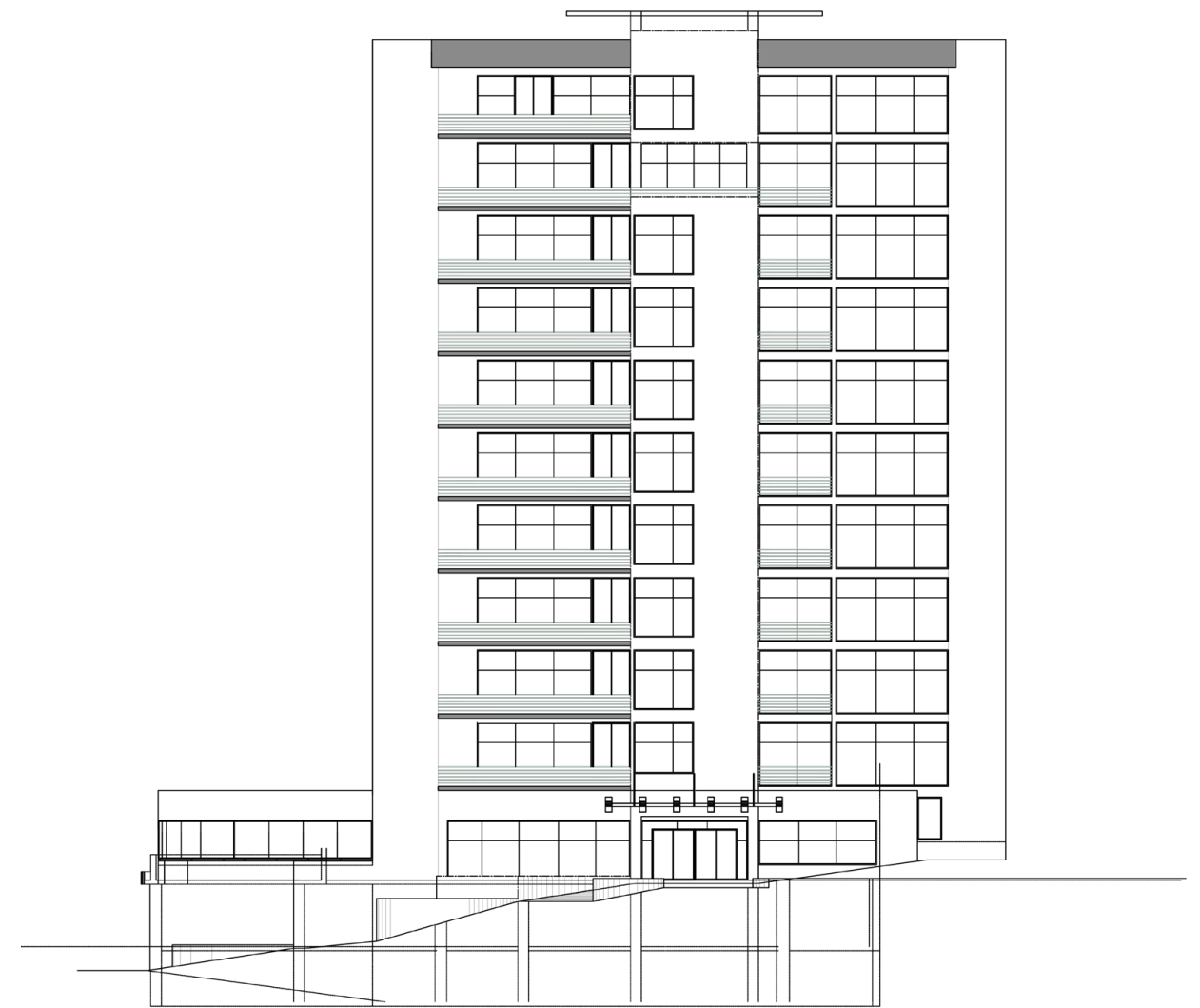
Λ - 01

PROJECT TYPE: HIGH-END RESIDENTIAL
 LOCATION: TEGUCIGALPA, HONDURAS
 YEAR: 2014

I worked at this tower while employed at Inmobiliaria Palma Real, where I started as an intern and was then hired as Resident Architect for Torre Luna project, a 14-storey building. The main challenges were managing a group of over 100 construction workers while designing all the interior finishes and redesigning the last two levels as a two-storey penthouse of 747m². All decisions were decided between the CEO of the company and myself, which gave me the opportunity to have real world experience about construction and interior design.



Main facade, vertical element design and construction method was designed by myself on site.



Schematic Elevation constructed using AutoCAD. Drew all as-built plans for the project and designed details on the go.



Process of construction of main facade..



Living room view of finalized project, designed all ceilings.



Process of Marble Sculpture slabs for main Lobby wall.

TAURUS

Λ-02

PROJECT TYPE: Residential - Interior Design
 LOCATION: TEGUCIGALPA, HONDURAS
 YEAR: 2016

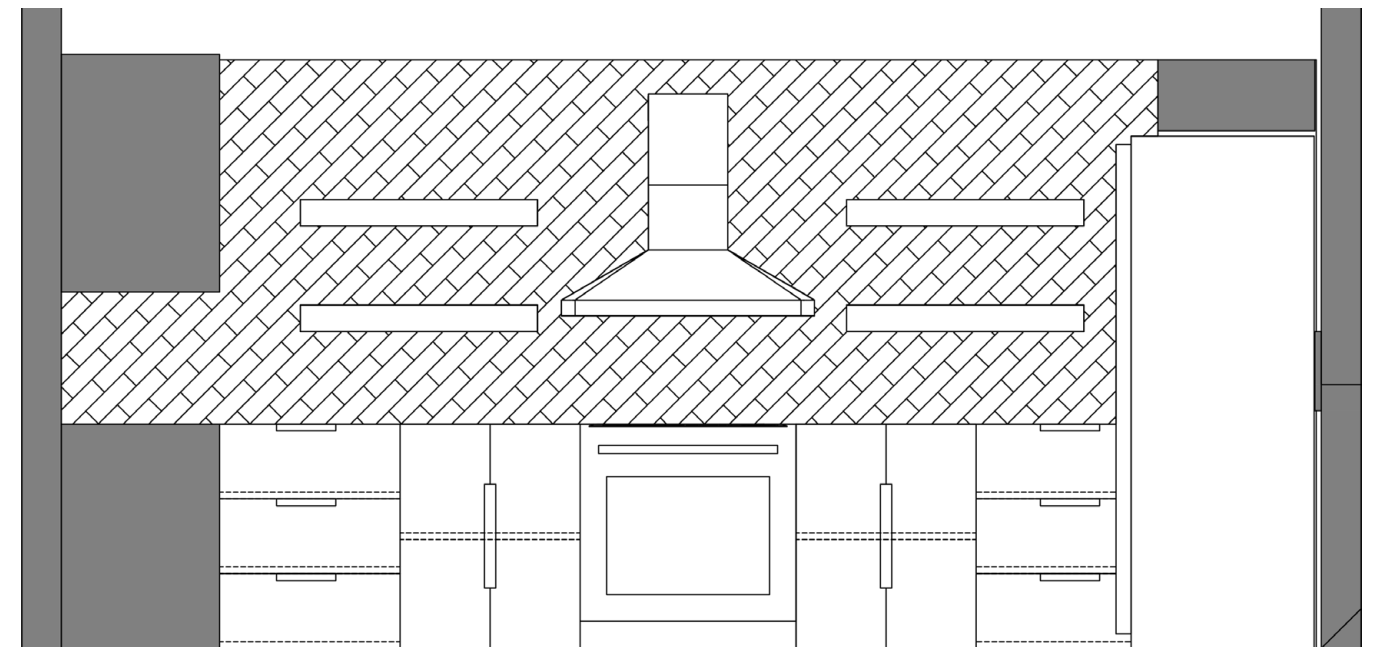
Clients were constructing this building were newlyweds and decided to use the last floor as their pent-house. Designed the space, kitchen design, bathrooms and walk-in closets. Redesigned the floorplans for the 4 levels of standard apartments and selected finishes / materials of main elevation.



Kitchen Cabinetry Design Livingroom/kitchen in process of construction



Bathtub spa ambiance in master bathroom.



Penthouse Kitchen Section constructed using AutoCAD.

CONTEMPORARY KITCHEN

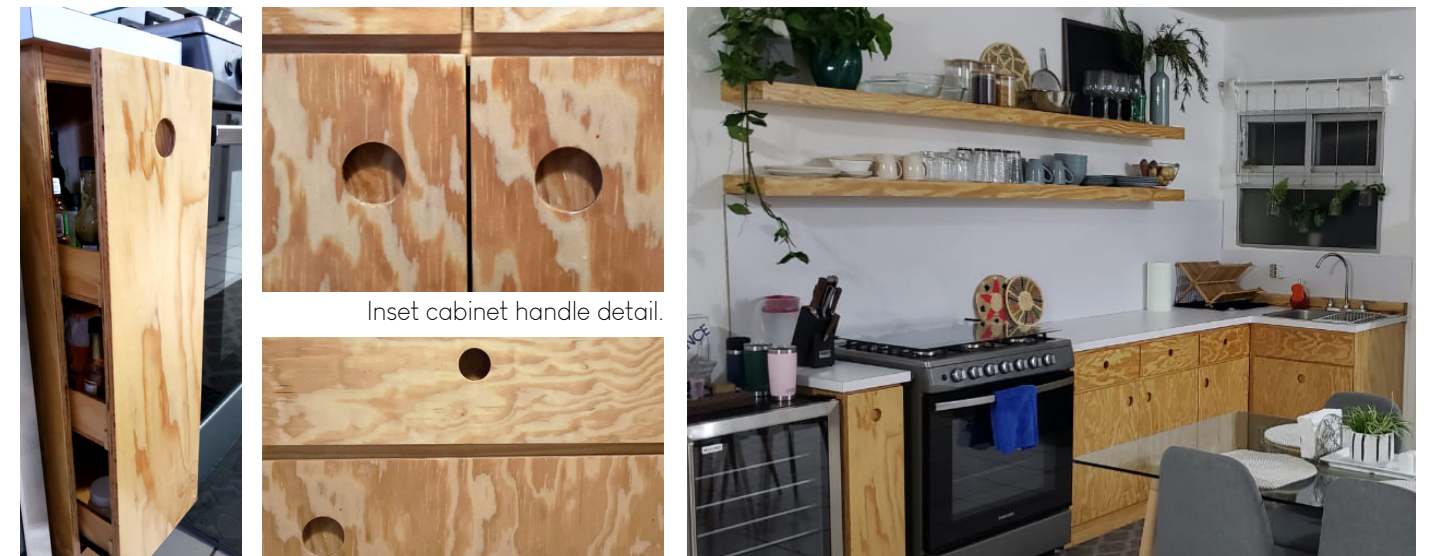
1-05

PROJECT TYPE: Interior Design
 LOCATION: TEGUCIGALPA, HONDURAS
 YEAR: 2020

Plywood kitchen for a newlywed couple who were eager to start their life together. The choice of plywood for the cabinets was to keep the apartment modern. The structure of the cabinets was made with kiln fire wood and the plywood was moisture sealed.



Moodboard correlating lifestyle and materials.



Inset cabinet handle detail.

Kitchen cabinets natural plywood finish with white top.

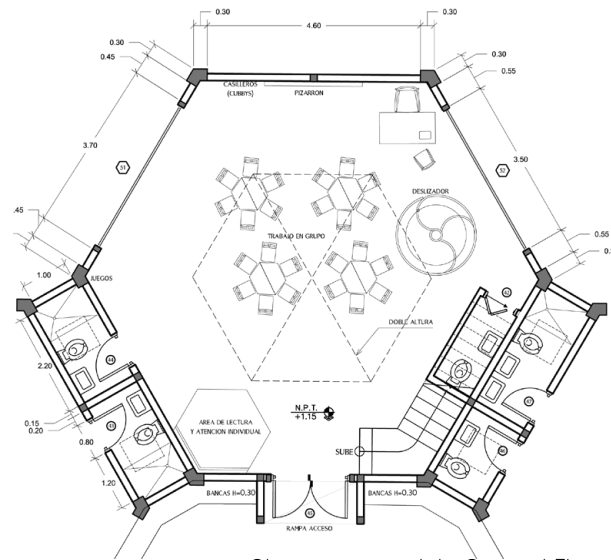
PRESCHOOL CENTER

Λ-03

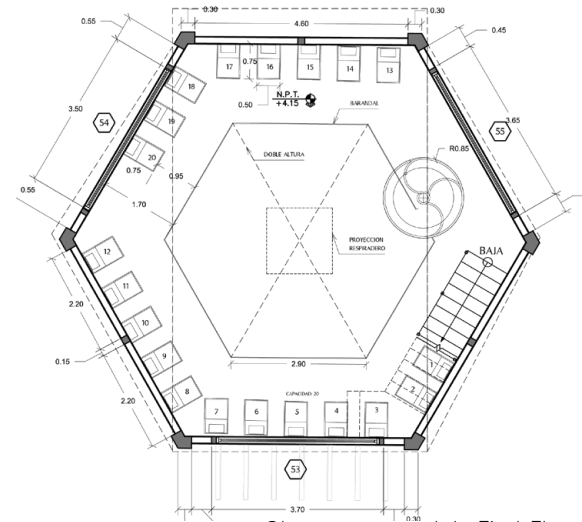
PROJECT TYPE: Architecture - Undergraduate Thesis Project
 LOCATION: Amarateca, Honduras
 YEAR: 2016

The Center for Comprehensive Preschool Education is designed to provide care, education, culture, music, sports and art an early age to children of mothers who work in the maquila texture sector of Honduras near rural areas. Bees live in colonies in a honeycomb and are known to produce honey through an excellent work ethic in a complex and efficient society.

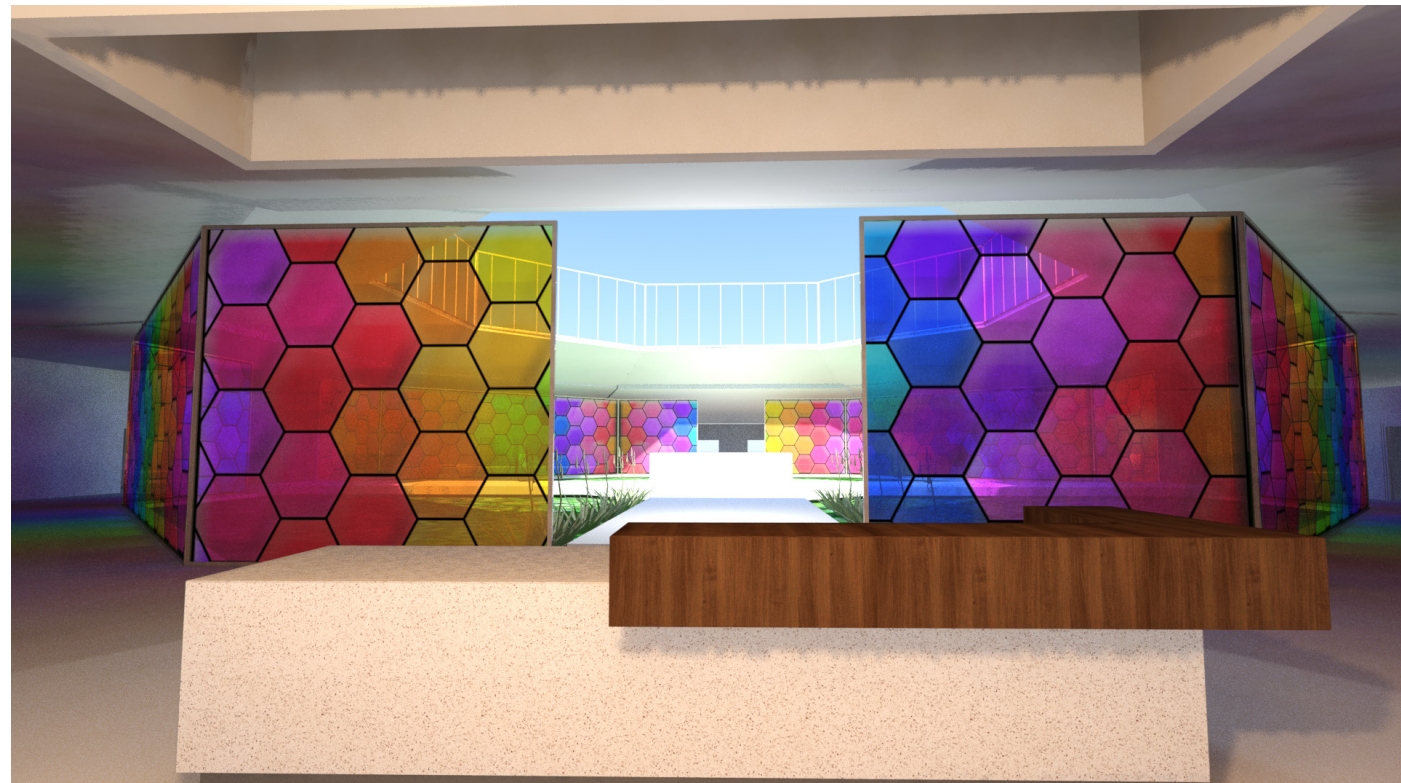
The honeycomb construction patterns are the basis for the design of the Center for Comprehensive Preschool Education. The classrooms must maximize the use of space and be modular in order to be archetypes in rural areas.



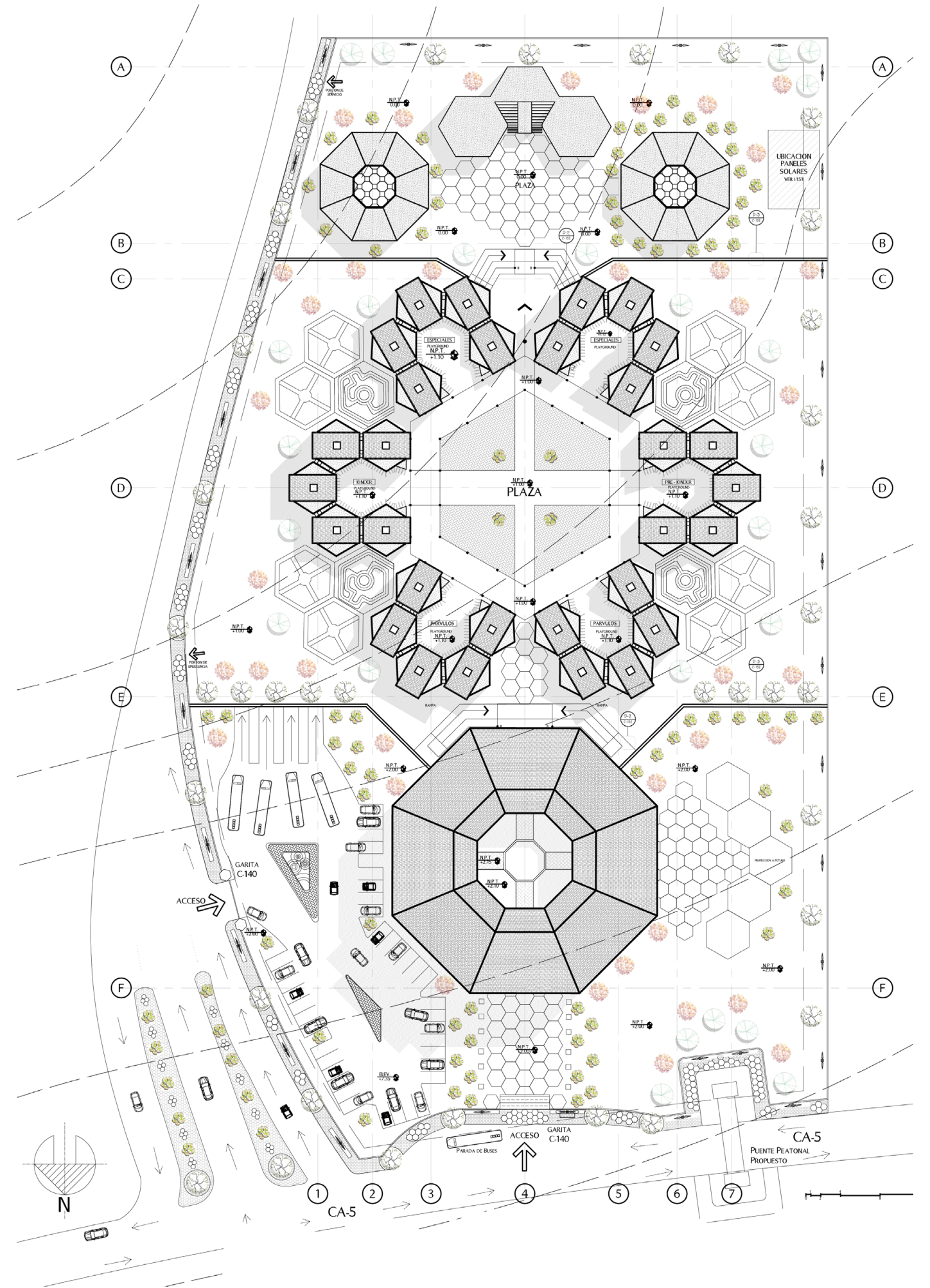
Classroom module Ground Floor.



Classroom module First Floor.



Administration Lobby towards Inner Patio rendered in 3ds Max.



Preschool Master Plan constructed in Autocad.



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